

Shaun Mataire

CS295-01 - Essay 01

What do you want to learn about computer games.

By taking computer science 295-01, I hope to develop an understanding of the processes involved in the development and design of computer game. Most importantly, I wanted to have a feel of the challenges that small teams of game developers face between the start of development and production of the game.

What is your favorite platform?

Xbox 360

What is your favorite game?

My favorite game is Grand Theft Auto V

What do you expect to get out of this course?

I hope to get an opportunity to broaden my understanding of the development and design of complex computer systems. I also hope to work on and improve my soft skills. By the end of the course I hope to have improved my communication, creativity and leadership abilities.

What programming languages do you know, describe your fluency.

Java - I learnt Java in 207 and I've used for Android development, Swift - I been using it for iOS and OStv development for almost a year now, Javascript & python - self-taught and I've been using them for mostly web hacks, C - limited experience

What game dev skills do you have: art, music, storytelling, project management, programming

Project Management and Programing