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CIT 275

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Certification Goals

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As an application developer in the short-term, I plan to become fluent enough in programming that I can develop indie video games and later move on to advanced robotic simulations such as AI. As a child of the eighties, I have a passion for almost everything science and science-fiction, especially robots. Every large step I take in IT development is just another small step in an educational plan that will span the greater part of the next decade. Game programming is just another of these steps, comprising half of my educational goal.

Because my goal is so grandiose, the acquiescence of artificial life, there is no aspect of my education that can be considered more or less important than another, at least in Regards to IT.

This year, I am focusing primarily on Networking and Database technologies, trying to become proficient using large amounts of data to drive powerful self-created applications. My first acquisition toward the database goal was about a year ago, when I received my MOS certification for Microsoft Access. Though the program was at times difficult to understand I managed to score a 4.0 for the semester and little problems with the certification exam. In preparation for the test, I used the provided pre-testing software over and over until I scored a consistent 95% or better, then scheduled the test.

I recently took the MTA exam for networking. I felt I could have done much better if readied with the right course work, but I still passed it. I was caught off-guard by the Microsoft specifications as our book and classes mostly only covered the CompTia Network+ materials. I actually prepared for that exam in much the same way as I prepared for the Network+ and the MOS Access, using pretesting software to drill large quantities of information into memory. For me, this method works much better than books or classrooms, though a good book is always necessary for these type of vocations.

The reason these Network certifications are integral to my goals simply comes down to security. We live in a bad world, full of hackers who would easily steal or destroy vital information to a business just for fun or profit so securing your network is vital to any IT major regardless if they are programmers or Infrastructure analysts. Some people are so desperate for information that can make them money, you have to worry about the transmission type you use now just due to packet interception software. I actually lost my desktop at the end of summer to a team of hackers so these technologies ring home with me. Understanding these protocols is just one step closer to understanding how to cripple an intruder’s computer with my own software. Cripple their system legally I mean, after all, they are trespassing after all.

On March 14, 2014 I took the Network+ Exam and passed. This was the first certification test that intimidated me, causing me to take an extra three months to study the materials and run pre-tests. My other two certifications were taken within the timeframe of the classes that taught the subjects.

The subject of networking basics is nothing like programming where use becomes familiarity. The simple fact of the matter was that we would use a protocol for fifteen minutes and never really get a chance to acclimate to using it.

I am currently working on an MTA for SQL, which will be my fourth cert and will be achieved by the end of the semester. I also have plans to pursue the MCSD certification in the next year and get back into C++ with the same veracity as I have pursued C# as it is a more suitable language for game and AI development. C# is a great language for writing simple applications such as word processors or any of a slew of performance monitors, but in the gaming world, it’s just too resource intensive for processing millions of on-screen polygons at once. For that reason, I will be pursuing much more information on C++ in the future.