

On-line Academic Student Information System

OASIS

Unofficial Transcript

ID#: 9783721453



Last Name **First Name**
Farhat **William**

Unofficial Transcript

Current Degree Objective

	Degree Name	Degree Title
MAJOR	Bachelor of Science	Computer Science Games
MINOR	Cinematic Arts	

Cumulative GPA through 20233

	Uatt	Uern	Uavl	Gpts	GPAU	GPA
UGrad	72.0	72.0	72.0	270.80	68.0	3.98
Grad	0.0	0.0	0.0	0.00	0.0	0.00
Law	0.0	0.0	0.0	0.00	0.0	0.00
Other	0.0	0.0	0.0	0.00	0.0	0.00

Fall Term 2021

Course	Units Earned	Grade	Course Description
ENGR-102	2.0	A	Engineering Freshman Academy
MATH-126g	4.0	P	Calculus II
WRIT-150	4.0	A	Writing and Critical Reasoning-- Thematic Approaches
CSCI-170	4.0	A-	Discrete Methods in Computer Science
CSCI-103L	4.0	A	Introduction to Programming

Spring Term 2022

Course	Units Earned	Grade	Course Description
CTIN-404L	2.0	A	User Research for Games
CTCS-190g	4.0	A	Introduction to Cinema
CSCI-104L	4.0	A	Data Structures and Object Oriented Design
GESM-130g	4.0	A	Seminar in Social Analysis
CTIN-488	4.0	A	Game Design Workshop

Fall Term 2022

Course	Units Earned	Grade	Course Description
CSCI-201	4.0	A	Principles of Software Development
CTIN-458	2.0	A	Business and Management of Games
CTIN-190	4.0	A	Introduction to Interactive Entertainment
ITP-380	4.0	A	Video Game Programming
AHIS-201g	4.0	A	Digging into the Past

Spring Term 2023

Course	Units Earned	Grade	Course Description
CTIN-499	2.0	A	Special Topics
CTIN-489L	4.0	A	Intermediate Game Design and Production
PSYC-215Lg	4.0	A	Music, Mind and the Brain
CTCS-466	4.0	A	Theatrical Film Symposium
CSCI-270	4.0	A	Introduction to Algorithms and Theory of Computing