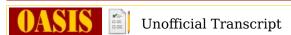
# On-line Academic Student Information System



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

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		Spring renn	2022
Course	<b>Units Earned</b>	Grade	Course Description
CTIN-404L	2.0	Α	User Research for Games
CTCS-190g	4.0	Α	Introduction to Cinema
CSCI-104L	4.0	Α	Data Structures and Object Oriented Design
GESM-130g	4.0	Α	Seminar in Social Analysis
CTIN-488	4.0	Α	Game Design Workshop

#### Fall Term 2022

1 4.11 101111 2022				
	Course	<b>Units Earned</b>	Grade	Course Description
	CSCI-201	4.0	Α	Principles of Software Development
	CTIN-458	2.0	Α	Business and Management of Games
	CTIN-190	4.0	Α	Introduction to Interactive Entertainment
	ITP-380	4.0	Α	Video Game Programming
	AHIS-201g	4.0	Α	Digging into the Past

Spring Term 2023

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

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