



### \*\*\* UNOFFICIAL \*\*\*

**Name:** Malegaonkar, Yash Ashutosh  
**Student ID:** 1957915

**Institution Info:** University of California, Santa Cruz  
 1156 High Street  
 Santa Cruz, CA 95064

#### Degrees Awarded

**Degree:** Bachelor of Science  
**Confer Date:** 06/12/2025  
**Plan:** BS in Computer Science: Computer Game Design with Highest Honors  
**Plan:** Minor in Computer Science  
**Plan:** John R. Lewis College

#### TRANSFER CREDITS:

Transfer Credit from SAN JOSE CITY COLLEGE  
 Applied Toward Undergraduate

		Attempted	Earned	Points
Course Trans GPA:	0.00	Transfer Totals:	24.00	36.00
				0.000

#### Test Credits:

Test Credits Applied Toward Undergraduate Program

		Attempted	Earned	Points
Test Trans GPA:	0.000	Transfer Totals:	36.000	36.000
				0.000

#### Beginning of Undergraduate Record

##### 2022 Summer Quarter

**Program:** Undergrad Non-degree  
**Plan:** Non-Degree

<u>Course</u>	<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
JRLC 1A	Univ Life & Learning	1.00	1.00	P	0.000

		<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	0.00	Term Totals	1.00	1.00	0.00
Transfer Term GPA		Transfer Totals	0.00	0.00	0.00
Combined GPA	0.00	Comb Totals	1.00	1.00	0.00

##### 2022 Fall Quarter

**Program:** Undergraduate  
**Plan:** Comp Sci: Comp Game Design(BS)  
**Plan:** John R. Lewis College

<u>Course</u>	<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
CSE 30	Prog Abs Python	7.00	7.00	A	28.000
JRLC 1	ALE: Social Justice	5.00	5.00	A	20.000
MATH 19B	Calc:Sci,Engin,Math	5.00	5.00	C+	11.500

Academic Standing Effective 12/17/2022: Good Standing

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	3.50	Term Totals	17.00	17.00	17.00	59.500
Transfer Term GPA		Transfer Totals	63.00	63.00	0.00	0.000
Combined GPA	3.50	Comb Totals	80.00	80.00	17.00	59.500

**2023 Winter Quarter**

Program: Undergraduate  
 Plan: Comp Sci: Comp Game Design(BS)  
 Plan: John R. Lewis College

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
CMPM	80K	FoundationsGameDesgn	5.00	5.00	A	20.000
CSE	12	Com Sys/Assmbly Lan	7.00	7.00	A+	28.000
MATH	21	Linear Algebra	5.00	5.00	B+	16.500

Academic Standing Effective 03/25/2023: Good Standing

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	3.79	Term Totals	17.00	17.00	17.00	64.500
Transfer Term GPA		Transfer Totals	0.00	0.00	0.00	0.000
Combined GPA	3.79	Comb Totals	17.00	17.00	17.00	64.500

**2023 Spring Quarter**

Program: Undergraduate  
 Plan: Comp Sci: Comp Game Design(BS)  
 Plan: John R. Lewis College

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
CMPM	198F	Ind Study/Research	2.00	2.00	P	0.000
CSE	13S	Comp Sys and C Prog	7.00	7.00	B	21.000
CSE	16	Appl Discrete Math	5.00	5.00	B	15.000
CSE	40	ML Basics	5.00	5.00	B	15.000

Academic Standing Effective 06/20/2023: Good Standing

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	3.00	Term Totals	19.00	19.00	17.00	51.000
Transfer Term GPA		Transfer Totals	4.50	4.50	0.00	0.000
Combined GPA	3.00	Comb Totals	23.50	23.50	17.00	51.000

**2023 Summer Quarter**

Program: Undergraduate  
 Plan: Comp Sci: Comp Game Design(BS)  
 Plan: John R. Lewis College

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
FILM	80V	Video Games/Culture	5.00	5.00	A	20.000

Academic Standing Effective 07/31/2023: Good Standing

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	4.00	Term Totals	5.00	5.00	5.00	20.000
Transfer Term GPA		Transfer Totals	0.00	0.00	0.00	0.000
Combined GPA	4.00	Comb Totals	5.00	5.00	5.00	20.000

**2023 Fall Quarter**

Program: Undergraduate  
 Plan: Comp Sci: Comp Game Design(BS)

Plan: John R. Lewis College

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
CMPM	120	Game Develop Exp	5.00	5.00	A	20.000
CMPM	198	Ind Study/Research	5.00	5.00	A	20.000
CSE	101	Data Structs & Algs	5.00	5.00	A	20.000
ENVS	84	Envs Stu Internship	2.00	2.00	P	0.000

Term Honor: Dean's Honors

Academic Standing Effective 12/17/2023: Good Standing

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	4.00	Term Totals	17.00	17.00	15.00	60.000
Transfer Term GPA		Transfer Totals	4.50	4.50	0.00	0.000
Combined GPA	4.00	Comb Totals	21.50	21.50	15.00	60.000

### 2024 Winter Quarter

Program: Undergraduate  
 Plan: BS in Computer Science: Computer Game Design  
 Plan: Minor in Computer Science  
 Plan: John R. Lewis College

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
CMPM	80J	Games as Tech Culture	5.00	5.00	A	20.000
CMPM	123	Advanced Programming	5.00	5.00	A+	20.000
CMPM	146	Game AI	5.00	5.00	A	20.000
CMPM	176	Game Systems	5.00	5.00	A	20.000
CMPM	198F	Ind Study/Research	2.00	2.00	A	8.000

Term Honor: Dean's Honors

Academic Standing Effective 03/20/2024: Good Standing

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	4.00	Term Totals	22.00	22.00	22.00	88.000
Transfer Term GPA		Transfer Totals	0.00	0.00	0.00	0.000
Combined GPA	4.00	Comb Totals	22.00	22.00	22.00	88.000

### 2024 Spring Quarter

Program: Undergraduate  
 Plan: BS in Computer Science: Computer Game Design  
 Plan: Minor in Computer Science  
 Plan: John R. Lewis College

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
CMPM	130	UI & UX Design	5.00	5.00	A	20.000
CMPM	147	Generative Design	5.00	5.00	A	20.000
CMPM	198F	Ind Study/Research	2.00	2.00	A+	8.000
CSE	130	Prin Comp Sys Dsgn	5.00	5.00	A	20.000

Term Honor: Dean's Honors

Academic Standing Effective 06/07/2024: Good Standing

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	4.00	Term Totals	17.00	17.00	17.00	68.000
Transfer Term GPA		Transfer Totals	0.00	0.00	0.00	0.000
Combined GPA	4.00	Comb Totals	17.00	17.00	17.00	68.000

### 2024 Summer Quarter

Program: Undergraduate  
 Plan: BS in Computer Science: Computer Game Design

Plan: Minor in Computer Science  
 Plan: John R. Lewis College

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
CSE	186	Full Stack Web Dev. I	5.00	5.00	P	0.000

Academic Standing Effective 07/28/2024: Good Standing

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	0.00	Term Totals	5.00	5.00	0.00	0.000
Transfer Term GPA		Transfer Totals	0.00	0.00	0.00	0.000
Combined GPA	0.00	Comb Totals	5.00	5.00	0.00	0.000

#### 2024 Fall Quarter

Program: Undergraduate  
 Plan: BS in Computer Science: Computer Game Design  
 Plan: Minor in Computer Science  
 Plan: John R. Lewis College

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
CMPM	121	Game Dev Patterns	5.00	5.00	A+	20.000
CMPM	170	Rapid Prototyping	5.00	5.00	A+	20.000
CSE	132	Computer Security	5.00	5.00	A	20.000
CSE	138	Distributed Systems	5.00	5.00	A+	20.000

Term Honor: Dean's Honors

Academic Standing Effective 12/17/2024: Good Standing

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	4.00	Term Totals	20.00	20.00	20.00	80.000
Transfer Term GPA		Transfer Totals	0.00	0.00	0.00	0.000
Combined GPA	4.00	Comb Totals	20.00	20.00	20.00	80.000

#### 2025 Winter Quarter

Program: Undergraduate  
 Plan: BS in Computer Science: Computer Game Design  
 Plan: Minor in Computer Science  
 Plan: John R. Lewis College

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
CMPM	171	Game Design STU	7.00	7.00	A+	28.000
CSE	144	Appld ML:Deep Learn	5.00	5.00	A+	20.000
CSE	233	Adv Comp Security	5.00	5.00	A+	20.000

Term Honor: Dean's Honors

Academic Standing Effective 03/25/2025: Good Standing

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	4.00	Term Totals	17.00	17.00	17.00	68.000
Transfer Term GPA		Transfer Totals	0.00	0.00	0.00	0.000
Combined GPA	4.00	Comb Totals	17.00	17.00	17.00	68.000

#### 2025 Spring Quarter

Program: Undergraduate  
 Plan: BS in Computer Science: Computer Game Design  
 Plan: Minor in Computer Science  
 Plan: John R. Lewis College

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
CSE	120	Computer Architect	5.00	5.00	P	0.000
CSE	232	Distributed Systems	5.00	5.00	A	20.000

Term Honor: Dean's Honors

Academic Standing Effective 06/14/2025: Good Standing

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	4.00	Term Totals	10.00	10.00	5.00	20.000
Transfer Term GPA		Transfer Totals	0.00	0.00	0.00	0.000
Combined GPA	4.00	Comb Totals	10.00	10.00	5.00	20.000

**Undergraduate Career Totals**

Cum GPA:	3.80	Cum Totals	167.00	239.00	152.00	579.000
Transfer Cum GPA		Transfer Totals	72.00	72.00	0.00	0.000
Combined Cum GPA	3.80	Comb Totals	239.00	239.00	152.00	579.000
UC GPA:	3.80					

**Non-Course Milestones**

Univ. of Calif. Entry Level Writing Requirement

Status: Completed

Program: Undergraduate

Date Completed: 08/08/2022

American History Requirement

Status: Completed

Program: Undergraduate

American Institutions Requirement

Status: Completed

Program: Undergraduate

Comprehensive Courses in the Major

Status: Completed

Program: Undergraduate

End of \*\*\* UNOFFICIAL \*\*\*



Page: 1 of 1  
 Print Date: Jul 19, 2025

\*\*\* UNOFFICIAL \*\*\*

Name: Malegaonkar, Yash Ashutosh  
 Student ID: 1957915

Institution Info: University of California, Santa Cruz  
 1156 High Street  
 Santa Cruz, CA 95064

**Degrees Awarded**

Degree: Bachelor of Science  
 Confer Date: 06/12/2025  
 Plan: BS in Computer Science: Computer Game Design with Highest Honors  
 Plan: Minor in Computer Science  
 Plan: John R. Lewis College

End of \*\*\* UNOFFICIAL \*\*\*

