Zakary Baran

CS-499

Module 4-1 Journal

July 2025

**Have you changed your career plans? If so, what prompted this change? If not, why have you remained with your original plan?**

I have not changed my career plans. The reason I have remained with my original plan is because video games are my passion. I can not see myself doing anything else except working in that field for the rest of my professional career.

**How has your thinking about your career evolved?**

My thinking about my career has evolved in a couple of ways. For one I am not concerned about getting into the video game field immediately. I see the pros of gaining knowledge in other fields of computer science before I jump into video games. Another way my thinking has evolved is I have found other aspects about computer science that I enjoy and can see myself doing as temporary jobs.

**Have you completed any research about your choice of career? How has this impacted your thinking? Have you thought about seeking an advanced degree or certification after earning your undergraduate degree?**

I have done some research about my choice of career. This has impacted my thinking because through my research I have learned that the video game industry is extremely hard to break into currently. This has led me to the thought process that it is ok if I do not immediately get into the field after I complete my degree. I have not considered seeking an advanced degree after my undergraduate degree for multiple reasons. One reason being I need to provide for my family. Another reason being that education is something I personally do not enjoy, I have always enjoyed the hands-on activities as opposed to learning about new subjects.

**Which course outcomes have you achieved so far, and which ones remain?**

The course outcomes that I feel I have achieved so far are employing strategies for building collaborative environments as well as design and evaluate computing solutions that solve a given problem. The ones that remain are to design develop and deliver professional quality oral, written, and visual communication as well as demonstrate the ability to use well founded and innovative techniques, skills and tolls in computing practices.

**Part Two:**

**Status Checkpoints for All Categories**

| **Checkpoint** | **Software Design and Engineering** | **Algorithms and Data Structures** | **Databases** |
| --- | --- | --- | --- |
| **Name of Artifact Used** | **Artifact name:** 3D Scene  **Origin:** CS 330 Computational Graphics and Visualization | **Artifact name:** 3D Scene  **Origin:** CS 330 Computational Graphics and Visualization |  |
| **Status of Initial Enhancement** | Enhancements completed | Enhancements completed | Working on enhancement but on track for the submission deadline with a day to spare for issues |
| **Submission Status** | Planned but not yet completed | Planned but not yet completed | Planned but not yet completed |
| **Status of Final Enhancement** | Planned but not yet completed | Planned but not yet completed | Planned but not yet completed |
| **Uploaded to ePortfolio** | Planned but not yet completed | Planned but not yet completed | Planned but not yet completed |
| **Status of Finalized ePortfolio** | Planned but not yet completed | Planned but not yet completed | Planned but not yet completed |