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IDS 493

### A short reflection essay

Having spent quite a lot of time working on my webpage at this point, I must say that I am quite pleased with how it has come out at this point. As with all things, at the end, you must reflect upon yourself and your actions, and right now, I will write for a short bit on myself, and the work that I have put forth.

Firstly, I would like to declare that my major is Cybersecurity, but some of the artifacts that I am including are not particularly cybersecurity focused. In truth, I still think that these are the best parts of my portfolio, because they are by far and away the most representative of **me**, personally. I rarely find that I have the time or the

audience to create something entertaining, so most of my works are made exclusively for me and me alone. When I get an opportunity to show someone, for any reason, the things that I have made, it makes me feel good, because I get to be seen. Beyond this, I have spent the rest of my school career doing heavily technical work and a lot of analysis in the form of long winded papers and deep dives into history of business and cybersecurity. They told me that my courses were going to be writing intensive, but I didn't know just HOW much I would be writing. In my degree, I have learned patience, but also, programming, and in a large way, how to write.

Since I care for it so much, I am going to save my art stuff for the end. I will instead, begin with programming. I have always said that programming is kind of hard, but only if I step away from it for a long while. If I don't constantly work at it, I will forget much of the elements that go along with it, but I understand the importance of

it. My personal favorite programming usage is for websites, that do odd things, like clicking a button to cause all of the images to spin at different intervals, or a link that sends you to a random location in the internet. These did not make the final cut because it doesn't portray me as a stable, level-headed individual. Whether or not these things are true, when you are creating a portfolio to showcase yourself, you have to show yourself in the most professional, if somewhat uptight self. They give you a bit of wiggle room, but even so, you still need to be professional which is the most defining element of yourself.

## **The Rectangle Drawing Program**

Let us start with the first artifact; the program that creates a rectangle with Tkinter. It is neat, because it not only is utilizing an outside program that needed to be integrated into python, but it also prints out a message after you perform the action

within the program itself. It was a real pain, but anything worth doing is hard, they say.

## **The Cipher Program**

The second artifact for this section is the encryption program that I wrote for my cryptography class. Cryptography was one of the most interesting classes that I have taken in my life, and I would recommend it to anyone who felt like they wanted to learn about a very esoteric concept yet completely practical concept in the modern world.

This one is more for myself than for any other reason, but I still think that it is valid for this reason. Truly, the program itself could be more complicated, but showcasing some of your mediocre works that you are proud of is still just as good as any other reason, I must say.

## **The Password Program**

Onto the third program was a joint program that I worked on with some other students

when I was at TCC. I have forgotten their names, and I do not remember what their contribution to the program was anymore. When I was at TCC, I worked in lots of groups but I found that I mostly worked for myself as I was doing things. I would call it slightly annoying, but it is what it is. It was a hard program to write, because it was one of my first programs that I had ever written for a class. If I could go back and rewrite it, I would probably include more information on **why** certain passwords are rejected. There was quite a big quota for it, even so, I still think it is nice and presentable for the page.

For the second crop of artifacts, we'll talk about the papers. I have to write a lot.

Even this, is something that is being written, which is testament to the fact that I am writing a lot, because I am writing about the fact that I am writing.

## **The Nokia Paper**

My entrepreneur teacher is a good man, and I respect him quite a bit, so I included two of my papers that I wrote for him here. The first one, is about Nokia, and their failure as a phone division. I like this paper, because while I was exploring the decline of their cellular division, I also touched heavily upon the fact that they succeeded in quite a lot of other areas in their business aspect. In a way, perhaps I feel a kinship with the company itself, because I can relate to it.

## **The Business Paper**

The second paper was a long business paper that I wrote regarding plastic modeling and breaching into a new business niche. It was all hypothetical, but it also feels like something that could be very true, if someone was brave enough to take the steps necessary to begin it. I like the paper because I balance a bit of humor in with serious

business ideas, which is fun for me. I like writing humor, because it makes people laugh, which is the only reason we live; to bring joy into the world.

### **The Cybersecurity Reflection Paper**

The third paper, was a reflection for a different class related to cybersecurity. I included it because I needed to showcase a paper where I write with a sort of clinical detachment and seriousness. Less humor, more serious behavior, which is good for showcasing that I can do both elements. It taught me times to be serious, and how to properly keep my natural writing habits from bleeding into my works.

Now, we get into the FUN stuff! The first part of the art section is illustrations I created for my game design class.

### **The Mantis World Illustrations**

I like insects, and the entire field of Entomology is so interesting, but nobody really

cares about insects. This only emboldens me because it feels like I have the whole field for myself, which is wonderful. Rather than include them as simple illustrations, I took the time to draw them three times, and then overlay them in a gif making program to make a nice scribble-vision display. I think it looks nice, and I was quite happy with how it came out. I think it is a good addition because it showcases going a little bit above what is required in my work.

### **The Mantis World Title Screen**

The second part, is the title screen I created for my independent game that I am creating. I wanted to showcase a blending of my own creative side with my programming capacity. Programmed in the Godot engine, everything is functional, and I really liked showcasing the fact that the buttons have different animations based on whether you hover over them or not. The final piece, the video. I was thinking about



including some of the videos I shot in my free-time, but they're a bit too **free-spirited**, I'll call them. They look great, however, they wouldn't go well in what is supposed to be a rather serious webpage. So I took the time to collect a bunch of unused footage I had been saving for a rainy day, and cooked up a nice display of the area around where I live. I think it showcases nature and all the highways that we have quite well. I really like the short shot of the tiger-beetle that is in the video. They're the fastest of all animals per pound, so I have heard. If they were the size of a cheetah, they would run at something of a near 500/mph rate.

As a final point of consideration, I will wrap up my thoughts here. IDS 493 was a very good class for giving me a reason to take all of my previous classes, because it built off of all of my previous work. It gave me a proper spot to showcase my works, and for that, I am grateful. I feel prepared to showcase my works to potential future

employers, if, for any other reason, that I have it all compiled in an easy to visit website now. This is important, because that was the purpose of university as a whole; to get a good job after the fact. And for this reason, I think that IDS 493 was probably more important than everything else.