

Ryan James Smith  
 STUDENT ID: ██████████  
 D.O.B.: December 15  
 SSN: ██████████  
 41 Songbird Dr.  
 Concord NH 03301-4704

10/11/2018

PROGRAM: BS Game Programming and Development with minors in Game Art Development Minor; Applied Mathematics

Course	Title	CRD	GRD	GRDPT	Course	Title	CRD	GRD	GRDPT
NHTI CONCORD'S COMMUNITY COLLEGE					WINTER 2015				
IT-145	Intro to Software Development	3.00	T	0.00	ENG-226	Intro to Creative Writing	3.00	A	12.00
IT-ELE	Information Tech Elective	3.00	T	0.00	GAM-211	Interactive Animation	3.00	A	12.00
VIRGINIA TECH					IT-201	Computer Platform Technologies	3.00	A	12.00
ACC-ELE	Accounting Elective	3.00	T	0.00	IT-210	Business Systems Analysis/Dsn	3.00	A	12.00
ACC-ELE	Accounting Elective	3.00	T	0.00	MAT-230	Discrete Mathematics	3.00	A	12.00
BUS-206	Business Law I	3.00	T	0.00	SNHU-202	SNHU Exp: Transition to SNHU	1.00	A	4.00
ECO-201	Microeconomics	3.00	T	0.00	President's List				
ECO-202	Macroeconomics	3.00	T	0.00	Term Credits: 16.00 Term GPA: 4.000				
ENG-120	College Composition I	3.00	T	0.00	GPA Credits: 22.00 Cum GPA: 4.000				
FIN-320	Principles of Finance	3.00	T	0.00	Degree Credits: 115.00				
HIS-113	U.S. History I: 1607-1865	3.00	T	0.00	SUMMER 2015				
HIS-114	U.S. History II: 1865-Present	3.00	T	0.00	ENG-200	Sophomore Seminar	3.00	A	12.00
IT-ELE	Information Tech Elective	3.00	T	0.00	PHL-210	Intro to Philosophy	3.00	A	12.00
IT-ELE	Information Tech Elective	3.00	T	0.00	SNHU-303	SNHU Exp: Life after SNHU	1.00	A	4.00
IT-ELE	Information Tech Elective	1.00	T	0.00	SNHU-404	SNHU Exp: Gen Ed Capstone	1.00	A	4.00
IT-ELE	Information Tech Elective	2.00	T	0.00	Term Credits: 8.00 Term GPA: 4.000				
IT-ELE	Information Tech Elective	3.00	T	0.00	GPA Credits: 30.00 Cum GPA: 4.000				
IT-ELE	Information Tech Elective	3.00	T	0.00	Degree Credits: 123.00				
MAT-210	Applied Calculus I	3.00	T	0.00	FALL 2015				
MAT-240	Applied Statistics	3.00	T	0.00	COM-212	Public Speaking	3.00	A	12.00
MAT-330	Differential Equations	3.00	T	0.00	GAM-490	Game Design Internship	3.00	A	12.00
MAT-ELE	Mathematics Elective	2.00	T	0.00	GRA-202	3-D Modeling and Animation	3.00	A	12.00
MAT-ELE	Mathematics Elective	3.00	T	0.00	GRA-210	Fundamentals of Game Design	3.00	A	12.00
MAT-ELE	Mathematics Elective	2.00	T	0.00	GRA-220	Intro to Digital Imaging	3.00	A	12.00
MAT-ELE	Mathematics Elective	3.00	T	0.00	GRA-315	Game Design & Production	3.00	A	12.00
MAT-ELE	Mathematics Elective	1.00	T	0.00	President's List				
MAT-ELE	Mathematics Elective	3.00	T	0.00	Term Credits: 18.00 Term GPA: 4.000				
MAT-ELE	Mathematics Elective	3.00	T	0.00	GPA Credits: 48.00 Cum GPA: 4.000				
MKT-113	Introduction to Marketing	3.00	T	0.00	Degree Credits: 141.00				
MUS-223	Appreciation & Hist of Music	3.00	T	0.00	WINTER 2016				
OL-215	Principles of Management	3.00	T	0.00	GAM-312	Scripting in C# for Games	3.00	A	12.00
PSY-108	Introduction to Psychology	3.00	T	0.00	GAM-415	Graphics Game Engine	3.00	A	12.00
SCI-ELE	Science Elective	3.00	T	0.00	GRA-201	Intro to Digital Sculpting	3.00	A	12.00
SCI-ELE	Science Elective	1.00	T	0.00	GRA-311	Environment Design	3.00	A	12.00
SCI-ELE	Science Elective	3.00	T	0.00	MAT-299	Math Proof/Problem Solving	3.00	A-	11.01
FALL 2014					President's List				
IT-135	Interactive 3-D Virtual Envirn	3.00	A	12.00	Term Credits: 15.00 Term GPA: 3.934				
IT-232	Software Dev w/C++	3.00	A	12.00	GPA Credits: 63.00 Cum GPA: 3.984				
Term Credits: 6.00 Term GPA: 4.000					Degree Credits: 156.00				
GPA Credits: 6.00 Cum GPA: 4.000					FALL 2016				
Degree Credits: 99.00					GAM-330	Physics for Games	3.00	A	12.00
					GRA-212	3-D Character Animation	3.00	A-	11.01
					GRA-402	Creature Design	3.00	A	12.00



Deanna Bechard  
 Deanna Bechard, University Registrar

Ryan James Smith  
STUDENT ID: [REDACTED]  
D.O.B.: December 15  
SSN: [REDACTED]  
41 Songbird Dr.  
Concord NH 03301-4704

10/11/2018

PROGRAM: BS Game Programming and Development with minors in Game Art Development Minor; Applied Mathematics

Course	Title	CRD	GRD	GRDPT	Course	Title	CRD	GRD	GRDPT
MAT-350	Applied Linear Algebra	3.00	A	12.00					

President's List

Term Credits: 12.00 Term GPA: 3.918

GPA Credits: 75.00 Cum GPA: 3.974

Degree Credits: 168.00

Bachelor of Science Conferred January 1, 2017

Major - Game Programming & Development

Minor - Game Art Development Minor

Minor - Applied Mathematics

Honors - Summa Cum Laude

- End of Undergraduate Record -

