HI, I’m Zach, and I have been working as the lead UI designer for the Meta Merge Tasker application and have assisted in research and reporting tasks for the project.

I have also been working closely with Matthew, our team leader, to help manage the team and keep everyone on track with progress.

I entered this project with some experience building Java and Python programs through studying initial programming course units.

Along with some experience working on a team project through studying the Intro to IT unit.

Coming into this project, I had no experience building a mobile application and was initially uncertain as to how the team would achieve this goal.

Learning through the weekly modules of this unit, along with research, unit webinars, feedback from our mentor, Trevor, and feedback from the team, I have gained much insight into team dynamics and have been introduced to tools used to assist our project.

Applying this knowledge throughout the project has assisted my work with the team as we have worked to discuss our approach, solve problems, plan for goals and organise tasks.

In addition to my team responsibilities, I am grateful to have been given the opportunity to apply my artistic interests by leading the the UI development.

I researched tutorials to learn how to use the web based Figma design tool and learned about some mobile UX design concepts as we worked to develop UI prototypes for the mobile application.

The Figma design tool was quite overwhelming to begin with, but I have now become familiar and comfortable using the platform.

During UI development, one challenging achievement was learning how to create a scrollable list of objects in between static foreground and background assets.

During the project, I also researched and learned some basics of using the Android Studio IDE, including how to load a project from a GitHub repo and running coding builds through the Android Studio emulator.

As I became responsible for completing reporting tasks, I missed out on the opportunity to collaborate with the development team to build the mobile prototype.

However, I have been keeping up to date with the development team's progress and have provided support throughout, to stay on task and remain within the scope of the project.

I have interests in software and web development and hope to take part in further opportunities to develop my collaborative programming skills, as I continue with my studies.

During UI progress, I learned that there are unique intricacies to mobile UI development, especially relating to the mobile user experience, that differ from traditional PC user interfaces and I hope to learn more about mobile UI concepts as I progress through the course.

Working with the Stdout.Systems team has been a great experience for developing my collaborative team skills and my understanding of how IT systems can be built. The project has been challenging, yet rewarding and I still have much to learn to continue building my IT industry skills.

Thank you for listening to my project journey.