

Identifeye

Overall, the project went well. We set out to explore identifying users that had multiple accounts and we accomplished that. My individual contributions included finding datasets for text analysis, coding the analysis application, working on the documentation needed for the course, and coordinating with the group. The first accomplishment was finding a text analysis data set. Which involved hours of searching for a viable text-analysis method and data set. We ended up scraping the text analysis because we needed to reduce the scope of our project, and we found out that would not be getting the text comments with the real world data. Although, we already have lot of leg work needed to perform the analysis if we get the opportunity to continue the project after graduation.

The next accomplishment was building the analysis application. During the many weekend group meetings we had, I worked on building the analysis application which takes in data and stores it in a graph and performs an analysis to get the percentage of connections between multiple user accounts. This was a particularly interesting application as it pushed me to learn and implement many new technologies. Such as using graphical data structures, python which was a new language to me this semester, and to learn more about effectively and accurately analyzing data. Also, I completed a lot of the documentation needed for this class and learned a lot about the design and effort in creating a good senior design poster. This involved learning a new design software to create and edit the poster. As we continued the project we found a series of obstacles involved in designing and implementing a project. We were set on using real world data from a game server to get realistic results, but we had to work with that company and we didn't get the data from them until it was time to present our project. Also we struggled with all of us having a full load of courses which restricted the scope of the project. Luckily our team used a group chat to get real time updates out to one another, and a variety of file sharing programs to have the most up to date versions of the applications. Overall, we succeed in our original goal of exploring the identification of users with multiple accounts. I also learned a new programming language, new technologies, and what it takes to design and implement a project.

Along with programming and analysis skills explored in this project there was a strong element of collaboration. As a group we created multiple programs that take in real world and anonymize it in a way that secures user data privacy, and still allows for analysis. Along with an analysis application, and an interfacing library. We also obtained real world user data from a video game server to analyze, but we didn't get that until it was time to present. We also learned a lot about teamwork and that real time communication is key. Our group chat and file sharing systems helped keep everyone on the same page and working on the most up to date

version of the application. Along with the work we did individual we also spent many weekend days at the library working together to accomplish our programs.

The two main things I learned about group work was that communication was key, and that everyone has their own strengths. Some of us were better suited for specific tasks than others, but because we all worked together and played to our individual strengths we accomplished our goals. We all did significant work on this project, and it felt like every member took the project seriously and contributed accordingly. Another challenge we faced as group was searching for jobs during winter break and during the semesters. Overall, this was excellent group and everyone contributing with a lot of individual work and gave up multiple weekend days to work together as a team.