

CSCD01 Assignment 0

January 20th, 2021

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Team Introduction

What are the team's goals in this project?

Our goal as a team is to hone our skills in working as a team, making use of the agile methodology. We would like to contribute to the Scikit library, and in the process, achieve good marks in the course.

What are your team's strengths?

We have a versatile group, all of who have taken teamwork-oriented courses in the past. Most of our group members have past/current work-term experience. We have also taken courses together in the past and know each other well. Because of this, we understand each other's skills and are able to work efficiently.

Our team's technical skills include; Python, Java, C, TypeScript, JavaScript, Bash, Angular, React, Next, Express, Node, Oracle DB, MongoDB, Postgresql, Assembly.

Software development methodology, and all tools the team plans on using to keep the project on track, facilitate communication, keep the team and project organized, etc.

- Keep the project on track, team, and project organized
 - Github, Jira
- Facilitate communication
 - Discord, FB Messenger
- Methodology
 - Agile

Team Biography

Anthony Alaimo

Hello, my name is Anthony Alaimo. I'm a fourth-year computer science student, currently enrolled in the software engineering specialist stream. Since high school, I have had a passion for coding ever since my first computer science class. I'm always looking for new ways to challenge myself and push past my limits. My strengths are being positive under stress, problem-solving, teamwork, and communication. I enjoy working in team environments and I'm open-minded and welcome new ideas/activities that may challenge me and drag me out of my comfort zone. My repertoire of coding languages and technical skills is vast as I'm flexible/capable of adjusting to new environments quickly. Some of my skills include python, c, java, javascript (frontend development), and HTML/CSS, as well as frontend framework experience in angular.



Jeremy Hsu

Hello, my name is Jeremy (Chi Jian), Hsu. I am a third-year computer science specialist in the software engineering stream at UTSC. I selected to attend UTSC because I knew I would be pushed to become a stronger developer. I am proficient in programming in C, Java, JavaScript, and Python. I also have experience with web development and using web frameworks such as Angular and React JS. Through working with teams in previous courses and co-op workplaces, I have learned to be good at cooperating with team members and listening to and providing constructive feedback. I always ensure that the work I output is to the best of my ability and is submitted on time. I enjoy exploring new technologies and challenges that can improve my development skills. With this mindset, I am driven to be successful.



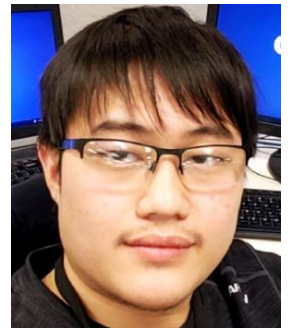
Carlos Lam

My name is Carlos, and I am currently a 4th-year UTSC student in the last semester, enrolled in the Computer Science Specialist program (Software Engineer stream). As with most other 4th-year students, I have not only taken a variety of courses (such as CSCI01) that has tested my abilities to work in a team, but also many courses that required me to work independently (such as CSCI09). In the latter course, I have worked solo as a web developer, creating and connecting both the front-end and back-end of my website. In terms of programming languages, I work in Python, Java, C, Javascript, and Typescript. I also have experience with some popular frameworks/technologies such as (but not necessarily limited to) the MEAN and MERN stacks.



Evan Ng

Hi, my name is Evan Kar Long Ng and I am a 4th-year student specializing in computer science and software engineering at the University of Toronto Scarborough Campus. I am an enthusiastic student that loves to problem solve and learning. Ever since I was in high school, I loved to code and solve puzzles. Through the years of studying at UTSC, and my past work term experience working at Opentext Corp., I have learned a variety of different languages and frameworks such as Python, Java, C, and SQL, HTML, CSS, and Typescript. In addition, I have gained a lot of experience working in distributed teams using the agile methodology. Lastly, I would like to say that I am very detail-oriented and articulate. My strengths lie in my friendly personality and my ability to collaborate with others. I am very excited to work in another team-oriented course and I look forward to working with my team.



Hunter Uberti

Hi! I am Hunter Alfredo Uberti and I'm a 4th-year University of Toronto Scarborough student! I'm specializing in Computer Science with a focus on Software Engineering. Currently, I work part-time as a Systems Analyst with the Ministry of Education in the Ontario Public Service. From previous coop work terms, I have experience in both agile and waterfall development methods, and I love problem-solving and working with teammates. I also have experience working with backend development languages such as Python, Java, and C. I've built multiple web apps using web development tools such as HTML, CSS, JavaScript, Flask, and Spring Frameworks. I love using version control systems such as Git and SVN and am extremely detail-oriented. In my spare time, I love hanging out with my friends, watching sports, playing sports (look at the hockey stick by my ear), and reading. I'm really excited to get started on this project!



Ryan Woodard

Hello, my name is Ryan Matthew Woodard and I am currently a fourth-year student at the University of Toronto Scarborough. I am studying computer science and specializing in software engineering. In 2019 I started my 16 month co-op at IBM Canada as a full-stack developer where I refined my skills and knowledge in the field of software engineering. After the co-op, I continued to work part-time at IBM while studying at the University of Toronto Scarborough campus.



In addition, I am experienced with Java, C, python, and bash, and have multiple side projects. One of my side projects is a mobile game that was developed using Unity. While working on this game, I learned about mobile development and how to work efficiently in a team. I am also familiar with version control software such as Github, Subversion, and ClearQuest.

I enjoy working in teams and look forward to starting this project!

Team Expectations Agreement

- methods of communication (email, phone, messenger, text, . . .)
 - Discord, FB group chat (mainly, but discord for calls)
- communication response times (email, phone, messenger, text, . . .)
 - At least once a day
- regular meeting times,
 - Twice a week: Wednesday 5 pm (tentative), Sunday 7 pm
- meeting attendance (when to meet, whether all meetings are mandatory, . . .)
 - Discord, everyone tries to make it
- running meetings (when which video conferencing tool to use, who takes minutes, . . .)
 - Discord, take turns speaking
- meeting preparation (whether the preparation is needed, what to prepare, . . .)
 - Do the action items from the previous meeting
- division of work (how to divide work, who will decide who does what, . . .)
 - Divide according to our strengths, who will decide will depend on who's working on it
- submitting work (when to submit, who will submit, who will review the submission, . . .)
 - Review work during meetings and submit during meetings. The team members that didn't work on the submission will review it. Evan submits the final copy
- contingency planning (what if a team member drops out, what if a team member is sick for a significant period of time, what if a team member consistently misses meetings, what if a team member is academically dishonest, . . .)
 - Message TA and Ilir ASAP
- Signatures
 - Chi Jian Hsu - 1/20/21
 - Evan Ng - 1/20/21
 - Anthony Alaimo - 1/20/21
 - Carlos lam - 1/20/21
 - Ryan Woodard 1/20/21
 - Hunter Uberti 1/20/21

Team Info

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