Name TBD

Team Introduction

All team members taking a break from card games at UTSCards to pose in front of a (crude) drawing of the club logo
From left to right: Julian He, Lintao Yin, Charmaine Yung, Mikhail Makarov, Austin Seto

Team Introduction

Name TBD is a team of friends in UTSC's computer science program who met through the card game club on campus UTSCards. Their goal this semester is to improve their programming skills by making meaningful contributions to open source projects as part of CSCD01.

Their skills are varied with many members also doing other programs of study such as philosophy, astrophysics and statistics. They have experience in programming languages such as Java, Python, and JavaScript from their classes and work experiences at various companies such as the Ministry of Health, the Bank of Montreal, and the Ministry of Education.

Team Members

Austin Seto

Austin is a 4th year UTSC co-op student doing a double major in Computer Science and Astrophysics. Austin has worked with the Ministry of Health for a co-op job on a web application prototype's backend using Java and Spring JPA. More recently he has worked with the startup Illustrious Comics (recently rebranded to Taffy Comics) on their website backend using Node.js.
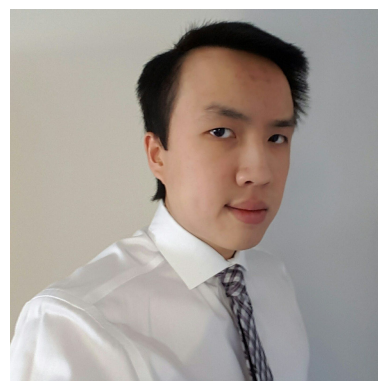
Austin was inspired to study computer science by a desire to create video games. His interest was primarily in strategy games. He is currently president of a trading card game club on campus - UTSCards - which he founded in his second year. While his interest in video games has waned, Austin still plans to take courses such as software engineering and computer graphics before taking a video game design course at UTSG in his 5th year, hopefully with team members from both his CSCC01 and CSCD01 groups! Over the summer of 2020, Austin plans to take a break from courses with a summer internship and to teach himself Unity so he can begin work on a card game concept of his own drawing inspirations from games he has played such as Magic: the Gathering and Slay the Spire.

Charmaine Yung

Charmaine is a 3rd year student studying Computer Science. She's been on two co-op work terms, doing lots of web development work in each of them. As a result, the language she's most familiar with currently is Javascript. However, being in 3rd year, she also has experience with other languages such as Python and Java.

The reason Charmaine decided to be in computer science is, like many others, because of a love for games. She wanted to

be a game developer but as she entered university, she realized two things: 1) computer science is not at all the study of how to program and 2) game development, as an industry, is a nightmare to work for. The first isn't a problem because it turns out she likes what it actually is anyway. The second, while a real shame, has made her realize that software development has many other interesting parts to explore. Now, she's taking all the courses that interest her to find what she's truly passionate about.

Julian He

Julian He is a 3rd Year Student doing a Computer Science and Statistics double major. His experience with Computer Science has mostly been academic and he is currently seeking a summer internship or job to gain more experience in the field of computer science. He has recently worked with Lintao Yin in his Software Engineering course to create an app that would allow users to plan a trip.

Julian's first experience with computer science was in his first year of university. He initially was attempting a statistics major and liked the computer science courses he took. This set him on the path he is on today. Julian has been teaching himself JavaScript and SQL to himself in his spare time and plans to do some projects over the summer should he fail to find an internship or job. Julian also spends his time applying for jobs, playing card games with Charmaine, Lintao, Mikhail and Austin at the card club Austin runs and doing assignments for school.

Lintao Yin

Lintao is a 4th year Computer Science Specialist student studying at the University of Toronto Scarborough. Introduced to the field by his father and taking it up to pursue a better understanding of his major hobby, gaming. He has worked as a both a QA Assistant and Junior Web Developer at the Ministry of Education over the course of 3 years. Angular is his web framework of choice and Express.js is his backend of choice. He is comfortable working with multiple cloud technologies such as the Microsoft Azure suite and is extremely familiar with Microsoft's Sharepoint in particular. Beyond this he has ample experience working with PostgreSQL and over 3 years experience with Java. Lintao Yin also has had leadership experience having guided 3 different groups of coops and numerous Hackathons such as the IBM Watson Hackathon and Hack the Valley 3. His current goal is to better understand computer security in order to pivot specializations into white hat hacking.

Mikhail Makarov

Mikhail is a University of Toronto student in his 3rd year studying Computer Science in the Scarborough campus, coming from his early interest in programming and simulations. His previous work experience primarily consists of internships at BMO in the Information Security division, where he assisted in performing security procedures on various assets in the company. Mikhail has software development experience in Java, Python, C, and Haskell, as well as knowledge of web development involving Javascript. In addition, Mikhail has experience with database programming mainly involving SQL-based databases such as PostgreSQL. His previous completed projects include a small-scale stock-market simulation, as well as academic projects to develop an SQL-style language for database queries and a data-storage and reporting tool.
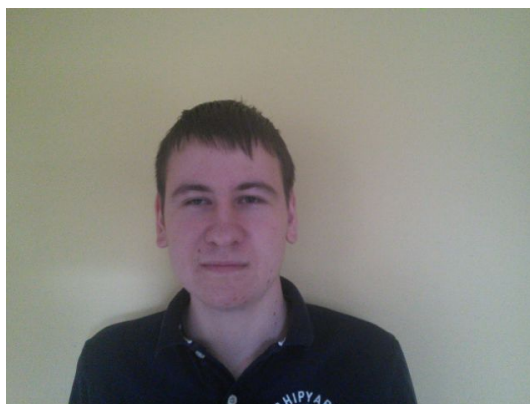
In his free time, Mikhail takes interest in new technologies, esoteric languages, and club participation, such as the card game club where he met his team members. He hopes that the familiarity and experiences they've had together will improve group co-operation and co-ordination to create a successful project.

Team Agreement

This section contains justifications for the decisions made when writing the team agreement, which is contained in a different file.

Communication

All team members are in contact with each other through being friends on the Discord chat service as well as sharing their phone numbers and emails through the team agreement as an alternate form of communication. An expected response time of one business day was set such that team members may have the weekends free for non-school or work related purposes.

Team Meetings

All team members discussed availability and found between class schedules and extracurriculars, Wednesday at 1 PM was a commonly available time slot. The bare minimums of each meeting (ie. task status) was agreed as something that would be discussed every meeting and as such was listed on the agreement. Lintao Yin volunteered to take meeting minutes. The text file and spreadsheet for the meetings was stored on Google Docs because it is a free file sharing service.

Version Control/Branching Strategy

A basic version control strategy was decided upon. This version control strategy was used by all members in other similar courses such as CSCC01 and as such was deemed appropriate for CSCD01.

Work Allocation

Equal allocation of work was deemed as fair for everyone.

Deliverable Submission

As all code should be kept in the repository, it was deemed sufficient to have all work committed to the repo before the deadline such that any markers will be able to see the work done.

Contingency Planning

It was decided that the team should try not to let a drop or sickness impact a currently ongoing sprint. This would be handled by the task redistribution.

In the case of a drop, it was decided that the instructors should be notified. Depending on the timing of the drop, the drop could affect the end result of the project and the markers should have the necessary context.

In the case of a sickness, it was believed that the team member who was sick would be able to best make a judgement call on how the sickness would affect their work output. They would relay their status to the rest of the team so they could adjust appropriately. Because many illnesses have symptoms such as coughing or sore throats, sick team members are allowed to abstain from meetings if they believe extended speech would aggravate their symptoms.