Deliverable 0

Team Introduction - Big Software Energy 2.0 / Team 28

This team is Big Software Energy 2.0 or Team 28. Throughout this project, our goal is to learn about contributing to FOSS projects, to practice and demonstrate skills learned throughout our education, particularly CSCD01, and improve our overall skills as software developers.

We'll strive to make meaningful contributions to our FOSS repository such that an improvement is provided to the repository while some form of learning is acquired by the team as a result.

The team has a number of strengths. All group members were previously on the same team for the CSCC01 term project and showed strong collaboration throughout the project and as individuals. Each member of the team has a strong set of technical knowledge (from academia and industry experience) and demonstrated the capacity to learn a new framework quickly during C01.

Team Member Introduction

Muhammad Farooq

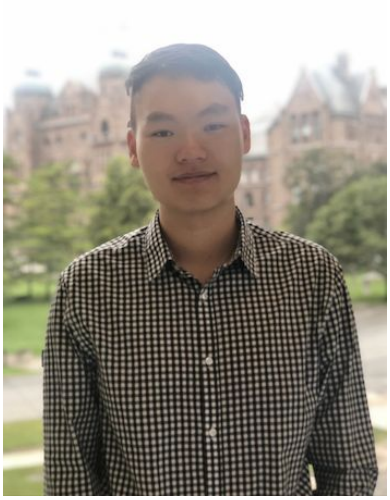
I am in my 5th year of Computer Science and plan on graduating the Summer of 2020. My professional experience includes a year at Oracle as a DevOps intern as well as 4 months at the Workplace Safety and Insurance Board as an Application Development co-op.

Throughout my professional and academic careers, I have built skills in Front End and Back end development as well as setting up and maintaining software infrastructure through my work in DevOps. I helped build pipelines and automation for integration and deployment of enterprise level software, developed internal web apps using various tools such as Node.js, Ruby Sinatra, and Java, and built, monitored, and maintained development and QA infrastructure.

In an effort to showcase my talents to future employers and further solidify my development skills, my goal for this semester and next is to expand my professional portfolio through personal projects and meaningful open source contributions. My long term goal as a developer is to obtain the necessary skills to build a platform that can help bring communities/neighbourhoods in western societies closer together.

In my free time, I enjoy playing basketball, table tennis, and other sports. My alternative passion is in studying human psychology and behaviour as I have taken several electives in these topics and enjoy reading articles on the latest research and development.

Aster Wu



I am currently a 3rd-year student in the Computer Science - Software Engineering stream. My passion is centred around continuous learning with a keen interest in full-stack development, UI/UX design, and the gamification of education (See: Games in Education).

My most recent role was as a Front-End Developer with the Government of Ontario. My tasks consisted of modernizing outdated UI components using React, ensuring digital compliance with the Accessibility for Ontarians with Disabilities Act across a website, conducting analysis on prospective software tools for senior management, and producing training videos for the ageing public sector.

Currently, I am freelancing as a full-stack developer and mentoring less experienced developers by providing learning milestones, potential career paths, explaining difficult concepts in layman's terms, and exploring non-traditional uses of software. My career goals are to analyze effective communication across interdisciplinary teams, impact programming education among younger demographics, and advise on the social impacts of technology. My overarching goal is to modernize and overhaul the tools used in the current public education system and consult on an ad hoc basis.

In my personal time, I explore and learn about different tools and technologies such as the usage of Apollo/GraphQL, Netlify, and Heroku. I am also interested in sociology and public policy.

Vincent Teng

I'm Vincent Teng, a Computer Science student specializing in Software Engineering at the University of Toronto Scarborough. I'm a highly motivated developer, constantly seeking new, challenging, and exciting opportunities to improve my abilities.

I started coding in high school and have gone on to hone and test my skills in various mediums since.

In my personal time, I've participated in more than 15 Hackathons with sponsor/finalist placements in around a third of them; creating projects targeting causes from climate change to video game experiences. Additionally, I seek to improve my engineering skills with algorithmic challenges from Code Signal, LeetCode, and Hacker Rank and have built a number of personal projects utilizing various engineering frameworks/technologies like AWS, Node.js, Unity and more.

Professionally I've completed software engineering work for various organizations ranging from start-ups such as Ottawa's ReEnvision Digital Media, to enterprises like HBO and Microsoft. I've executed a variety of projects, from HoloLens visualization tools for cancer tumor data to Kubernetes Pod auto-scaling solutions in preparation for the Season 8 premiere of Game of Thrones.

I hope to continue my growth as a software developer going forward, creating high impact solutions for challenging endeavors that contribute to social good and enhancement of the field.

Jadin Luong

I'm Jadin Luong and I am currently a 3rd year student in University of Toronto studying Computer Science and specializing in the Software Development stream. I have a strong passion for software development, mostly in a full-stack aspect since it allows me to portray my creativity through the front-end while giving me the opportunity to create algorithms in the back-end to help solve existing problems. When given a challenge, I love facing them head on whether I will succeed or not because it gives me the opportunity to grow as an individual, showcase and sharpen my current abilities, and possibly help me develop new skills.

I do not necessarily have much real work experience within the software development area, but a few years ago I was a programming instructor who taught kids from grades 1 to 8 how to develop their own games using several programming languages such as Java and C#. I've also participated in many school projects throughout my previous courses in University of Toronto which gave me the opportunity to work in several different teams and helping me build important skills such as teamwork skills, communication skills and organization skills.

During my personal time, I usually spend time with family and friends, relax and watch tv series, or work on/create new projects to strengthen my software development portfolio. Recently, I've been very interested and focused on learning React and a JavaScript library called Socket.IO which is mainly used for real-time web applications.

Share a meal:

Team Agreement Discussion

Methods of Communication
The team will communicate primarily through the designated Slack channel everyone has access to. If necessary (i.e., someone cannot be reached), members can try contact by other mediums (Facebook, text, etc.,)

Communication Response Times
Members should ideally respond to direct messages and queries concerning all members as soon as possible (within 2 hours during business hours 9AM-5PM). If over 24 hours have elapsed before a response, members could try contacting one another by another medium.

Meeting Attendance
All meetings should be attended by all members. This includes both in-person and virtual (i.e., Zoom call) meetings. Exceptions can be made if necessary, though rescheduling would be preferred in that case

Running Meetings
At minimum 1 weekly meeting should be conducted, in person on Friday 3PM (location within UTSC, preferably in HL106 but specifics depend on availability). Additional meetings can be conducted by Zoom voice call when members are all available.

Meeting Preparation
Reasonable preparations should be made to meetings. If member(s) were responsible for some development or documentation, they should be ready to present their work in a clear and concise manner to the team.

Version Control
The team will use GitHub for version control, utilizing practices and standards developed through CSCC01 and CSCD01 (branching, push/pull, merge, proper comments, etc.,)

Division of Work
Members are at liberty to select work that interests them so long as relative quantity/difficulty of work is similar between members and adjusted for work bandwidth of each member. Members are free to seek assistance/collaborate with one another when required.

Submitting Deliverables
Deliverable should be in an acceptable state 1 day before the actual submission date. This is to give the team buffer time for last-minute changes or emergencies. The team

will elect one member (TBD) that will complete the entire submission process. The submission should be done ~12 hours before the absolute deadline to protect against outages.

Contingency Planning
In the event one member has exit the group for any reason, their current and future work would be divided between the remaining members. If work is overloaded to a point where the team cannot reasonably complete the project, the team would request assistance from TA/instructor (i.e., request to merge teams with another partial team).

We accept these guidelines and intend to fulfill them (sign below):

Vincent Teng
Muhammad Farooq
Aster Wu
Jadin Luong

Review the guidelines with your TA. Make a copy for the team and submit the agreement to the TA. In the event of team disagreements, you may be asked to show this form to your TA or instructor.