MeetUP

Spring-2020

Team: CEDAH

Ethan Minter

Nghi Tran

Harry Park

Daniel Busby

Connor Lacy

Team Description

Team Capabilities			
Name	**CS Education**	**Skills**	**Experience**
Harry Park	B.S. In Computer Science from GSU. Expected Graduation May 2020	Using MacOS machine. Knowledge of C, Java, JavaScript, HTML/CSS	No work experience yet.
Daniel Busby	B.S. In Computer Science from GSU. Expected Graduation May 2020	Strong experience with Java. Intermediate experience with python, C, C++, C#. Low level experience with HTML, SQL, JavaScript	No work experience yet.
Ethan Minter	B.S in Computer Science from GSU. Expected Graduation: 2021	Strong experience with Java. Low level experience with C, HTML, CSS, Bash, JavaScript	No work experience yet.
Connor Lacy	B.S. In Computer Science from GSU. Expected Graduation May 2020	Strong experience with JavaScript, Web Frameworks, HTML/CSS, Python, UNIX, Bash. Intermediate experience with Java, C, C#.	Internship with JDA Software as a Software Developer for 1 year. Internship with NCR as Software Engineer (currently working here)
Nghi Tran	B.S in Computer Science from GSU. Expected Graduation: Fall 2021	Strong experience with Java. Low level experience with C, C#, Python, HTML, CSS, Bash, JavaScript	No work experience yet.

Planning & Scheduling

We are CEDAH. We are a group of seniors from Georgia State University looking to simplify the process of coordinating project meetings for our fellow students.

Work Breakdown Structure						
Assignee	**Email**	**Task**	**Duration (hrs)**	**Dependency**	**Due Date**	**Note**
Harry Park	hpark44 @student.gsu.edu	1, 4	2	None	1/31	
Daniel Busby	dbusby1 @student.gsu.edu	1, 7	4	7: Dependent on project idea	1/31	
Ethan Minter	eminter2 @student.gsu.edu	1, 6, 7	5	7: Dependent on project idea	1/31	
Connor Lacy	clacy2 @student.gsu.edu	1, 2, 3, 8	4	Required for communication. 1st Priority	1/31	
Nghi Tran	ntran52 @student.gsu.edu	9	2	Dependent on all Group Member participation & availability	1/30	

Teamwork Basics

o Ground Rules: Norms 1 to norms 5

Work Norms: All the assignments are distributed upon the interest and the availability of time. The group coordinator will set the deadlines for everyone. When someone doesn't follow through on their commitment or people have different opinions about the quality of work, all group members will collaborate to fix the problem. Different work habits are not a big problem unless people can get the assignments done in time. We agreed upon not procrastinating this project as a last-minute assignment.

Facilitator Norms: Our group will have a facilitator. The group coordinator will be the facilitator. As the group coordinator is going to be rotated for each assignment, every member will have a chance to learn new things as a facilitator. The responsibility of the facilitator is (1) to encourage the members to give their hundred percent of the work to the assignment, (2) help them to figure out an alternative if any problems occur, and (3) make sure they finished the tasks on time.

Communication Norms: The communications are being done via Discord app so everyone could see the messages and reply instantly.

Meeting Norms: All the group members have different availabilities with work schedules and other classes. The group coordinator is responsible for deciding the meeting time, but every person should agree on the decision. Everyone has his preference about the meeting time and place. The best place for the meeting would be the library rooms. If any members are late or absent to a meeting, we are going to post the things discussed during the meeting on the Discord app so they would not be left behind during the assignment. If they miss several meetings, we will have to talk with the instructor to resolve the issue.

Consideration Norms: Most of the time, the meeting will take place at library rooms. So, people might bring food based on library policy. If one person dominates the discussion, others need to make sure that he listens to others' ideas unless he is making decisions as a coordinator. If someone is not comfortable with the norms, they can be changed by discussing with the team members and coming up with an agreement.

o Hints for Handling Difficult Behavior

If a person is overly talkative, others could try to discourage them from dominating the discussion subtly. It should be done gently so the person might not lose their enthusiasm for the project. If the person insists on their behavior, the group coordinator should have a private conversation with them to encourage the person to hear others' opinions.

If a person is having difficulties communicating with others, others could ask them about their opinion, offer any help they might need, and encourage him to help others. Asking questions to break the ice and get familiar will make the person feel comfortable and be able to adjust to the group environment. Another way is to start talking with the person in Discord, as he may prefer online discussion over the face-to-face conversation. One of the group members has experienced this during the Web Programming class project. When they first formed a group with another classmate, they seemed uncomfortable with discussing the project in person and

remained quiet and non-assertive. For introverts, it is natural for them to take their time before saying something instead of thinking out loud. They might seem reserved because of this behavior, but the words they share can have much more thoughts behind them. So, their strength could be stood out within an online discussion. While having a conversation online, they were able to see that this person has a strong knowledge and initiative to lead the project.

If a person would like to give feedback to others, it can positively affect the performance and productivity of a group. However, everyone needs to be careful when criticizing others as it can hurt not only the person being criticized by making him discouraged but also the whole group by dragging out the discussion.

If a person keeps complaining, others should first try to listen to them to see if their complaints are legitimate. If so, the whole group should start a discussion to resolve the issue. Otherwise, other members should remind them part of the work is learning how to solve problems and motivate them to see the bigger picture, setting aside the small conflicts and disagreements.

o Hints for Handling Group Problems

When the groups have just been formed and members are getting to know each other, the productivity might not be in its full potential. In this phase, setting up a common goal and creating a list of tasks to accomplish the goal will help to unify the team.

If the conversation is not focused on the work at hand, the progress of a group can be dragged out. When the discussion goes off at a tangent, at least one of the members should be ready to remind the group to go back to the main topic. It would not be a great idea to make a decision quickly and put pressure on others to follow. Understanding is a critical factor in making a decision. Everyone should propose their ideas in a discussion, and the group should decide as a whole. We should try to cooperate with each other, setting a common goal that everyone can agree on. If the group is not able to reach a consensus for an issue, it will have to decide by majority rule unless there is an alternative that can make everyone satisfied.

A conflict between the members might slow down the progress. As it is difficult to move forward without resolving the conflict, they will have to discuss the problem first. They should try to listen to what the other person has to say and think of the problem in other's side.

Every person in the group matters. It is not acceptable to ignore or ridicule another member during the project. In the workplace, it is necessary to know how to deal with people that we are not comfortable with.

There is always a group member who is not willing to cooperate, does not complete their tasks in time, or is absent to the scheduled meetings. The group coordinator should be ready to talk to the uncooperative person, explaining how their behavior negatively affects the whole group. If the person is not willing to change, it would be necessary to talk with the instructor to address the problem.

One of the group members has experienced this during the Mobile App Development class project. Their classmate was responsible for implementing a couple of fragments for the Android application. However, they kept creating unreasonable excuses and had no contribution to the project. As their behavior has not changed after several reminders, other members had to speak to the instructor about the problem. They ended up having a significant penalty for the project grade. It would be ideal if we could convince the person to be more cooperative. However, it is sometimes necessary to blow the whistle on selfish, stubborn behavior.

Problem Statement

The requirements were elicited through two main methods. Firstly, we faced a personal need for a mobile scheduling application and thought about what features would be most beneficial for us. Secondly, we looked at an already existing scheduling application, Doodle, and figured out what it's functionalities were and what features our product would also need.

Our product is a mobile application that helps users schedule meetings. It is designed for teams and other small groups in both business and casual settings. It streamlines the scheduling process by handling the recognition of overlapping available times, and eases the decision-making process. The original alternative to our product was emailing everyone involved and trying to figure out availability through back and forth communication. This process is inefficient because each person generally only knows their schedule. Our app will present available meeting times without needing discussion and debating.

The objective of our project is to allow users to make a group in the app, and then send notifications to group members stating their desire to schedule a meeting within the next week. Then, users indicate their availability at various times on each day within the period. Users can designate a time as unavailable, available, and partial availability (this can include an undesired time or a virtual presence in an in-person meeting). After the app determines the overlapping times, ranks them by percentage of participants that are fully available, then by partial availability. Users then vote for a time. We will keep the scope to scheduling a meeting within a one week period because setting availability for more than 7 days would be tedious, and schedules are often much more variable outside of that time.

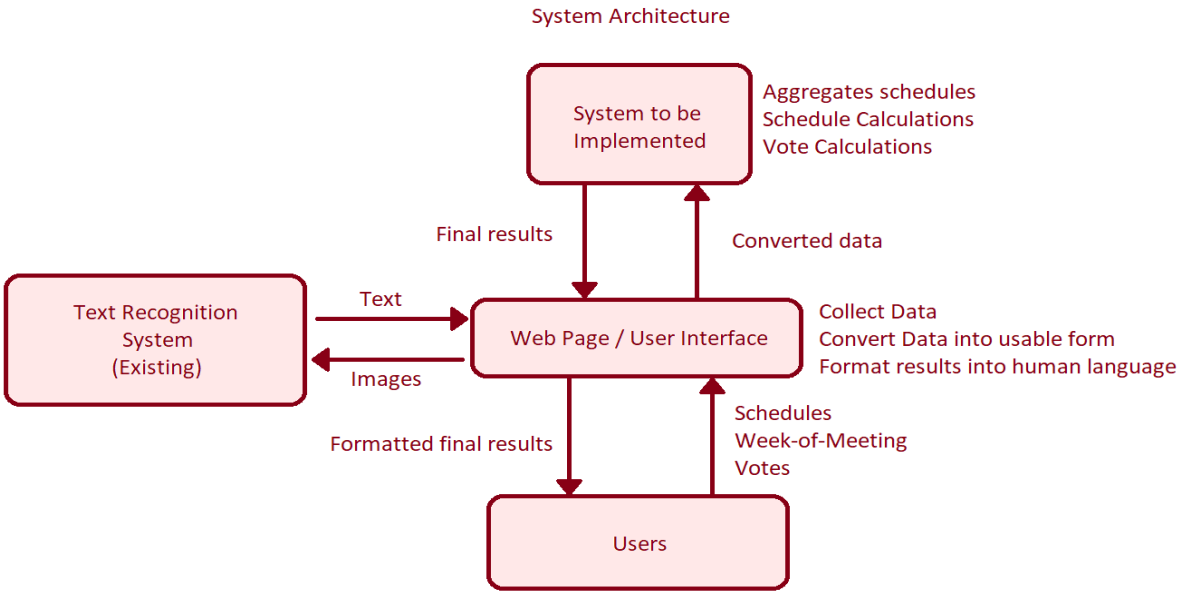
Our main competitor is Doodle. Doodle's approach is to allow hosts of events to send times to group members and have them take a poll on which they prefer. Our approach will be to have the app find availabilities for the user, which will provide options that a host could possibly miss. In addition, we will have our app will adapt to emergency schedule changes automatically. When a user changes availability on an already voted on event, a message will be sent to the group leader asking if the group should vote again. Then, the app repopulates the list with the overlapping times, and the group decides another time. Another feature that will differentiate our product will be an agenda feature that implements image recognition technology to translate handwritten notes into digital notes for the meeting.

1. The group leader invites group members to attend a meeting within the next week via a notification sent by the app.
2. The users are then asked to input their availability on each day within that week. The users can designate stretch of time within that day as unavailable, available and as partially available. When a user is marked as partially available, they are asked to specify whether the time is undesirable or they cannot physically attend but can virtually attend.
3. The product calculates overlapping times from the given data and ranks the overlapping times by percentage of availability by the group.
4. Users then vote on the times in order to determine the best time for everyone.
5. If a group member has a change in availability, a message will be sent to the group leader asking if the group should vote again. Then, the app repopulates the list with the overlapping times, and the group decides another time.
6. Hosts can create an agenda for the meeting by handwriting it and the app will convert the handwriting to digital text, or they can type it in directly.

System Requirements

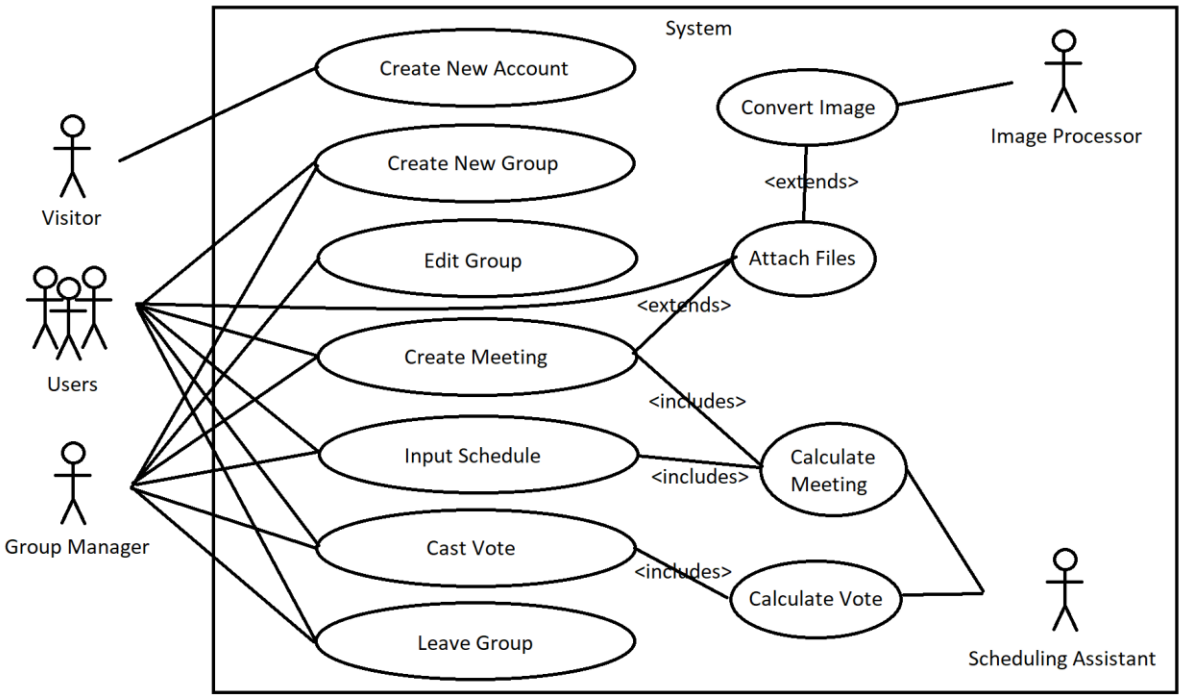
Functional Requirements:

1. Creation of user accounts (from user via web page)
2. Creation of a group of users. (from use via web page)
3. Creation of a new meeting including a list of attendees within a group. (from user in group, via web page)
4. Accept schedules of users (from user via web page)
5. Calculates meeting times from input schedules (at time of meeting creation)
6. Create a vote for an appointment time and date. (at time of meeting creation)
7. Meeting invitations accept attachments (at time of meeting creation)
8. Convert handwriting into text (on request, for meeting attachments)
9. Recalculate meeting times in real time if schedules change



Non-Functional Requirements:

1. User credentials must be stored securely.
2. Each group must have a Manager.
3. Schedules may need to be confidential



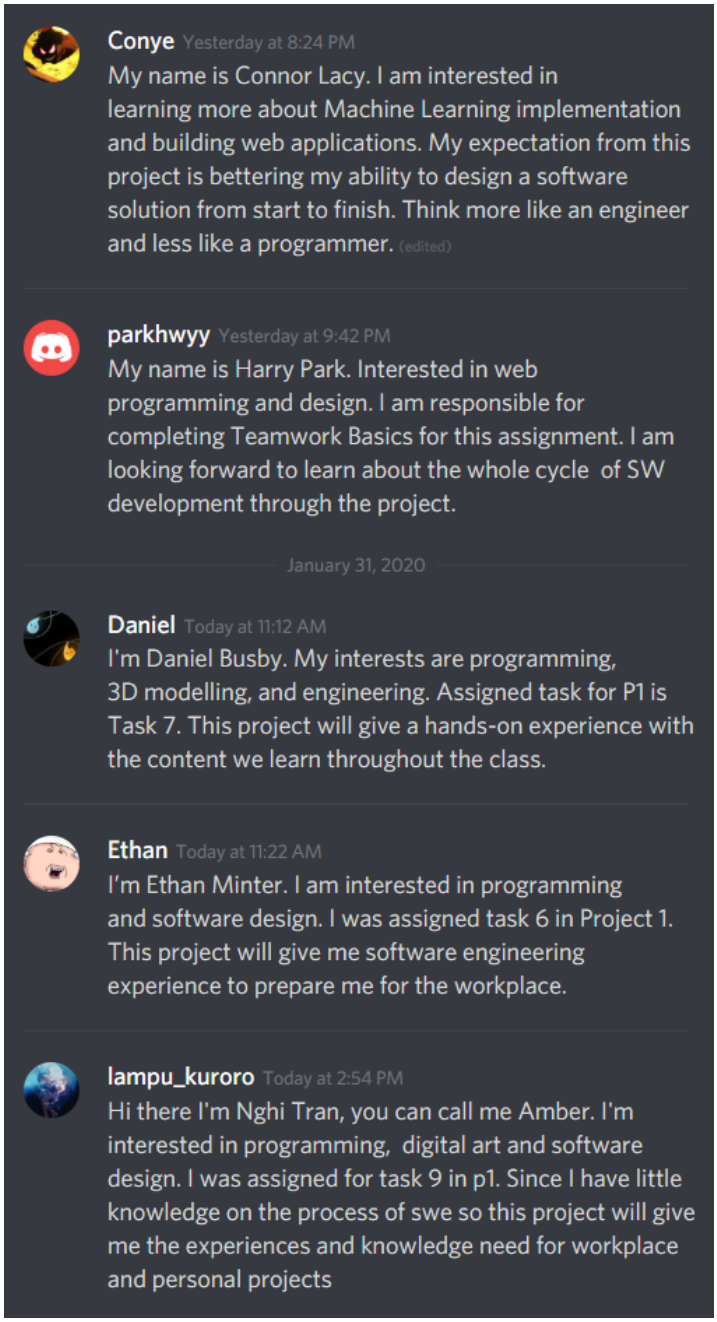
Appendix

Links:

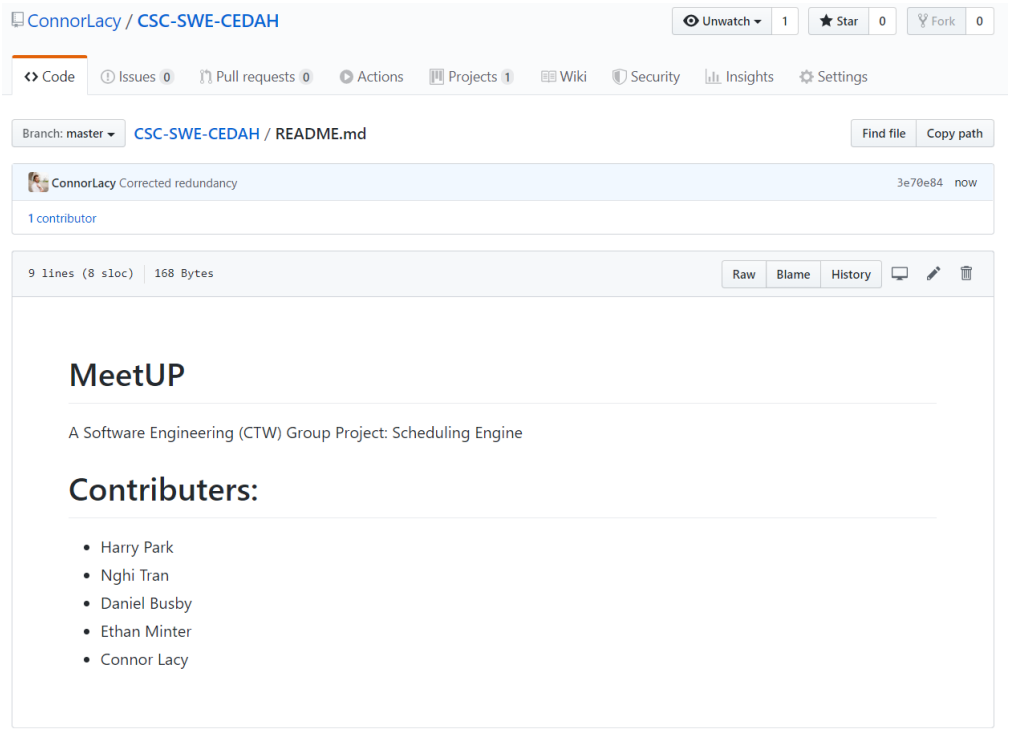
- **Discord**: https://discord.gg/Uvbp7P
- **GitHub**: https://github.com/ConnorLacy/CSC-SWE-CEDAH
- **Video:** https://www.youtube.com/watch?v=5rDRuUhwpQM&feature=youtu.be

Screenshots:

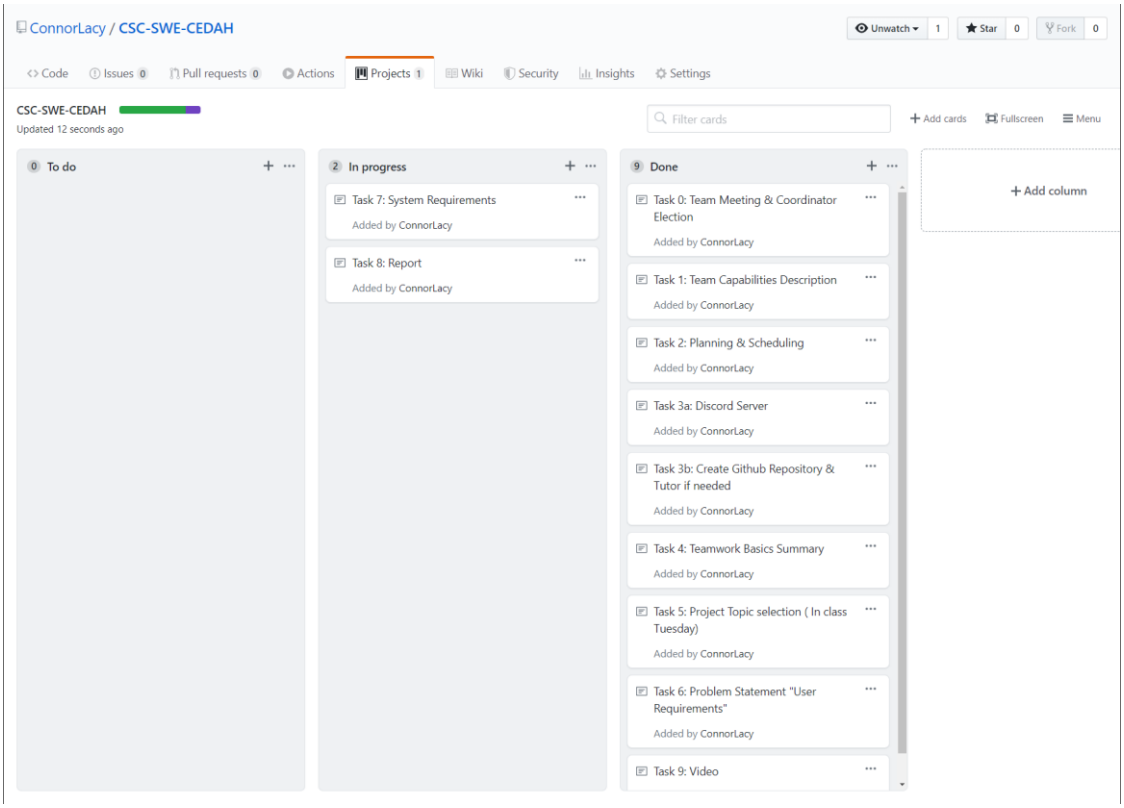
Discord



GitHub Readme



GitHub Project board



Resumes

Ethan Minter

678-761-4243
ethanminter1998@gmail.com
2330 Bretdale Road, Duluth, GA

Audio Visual Technician

Lilburn, Georgia
2017/02 - Present

Lilburn First Baptist Church

- Responsible for running the sound and visual components of the worship service
- Training volunteers and future A/V Technicians
- Helping to modernize the technology used in the church

Server Assistant

Brookhaven, Georgia
2019/07 - Present

Pure Taqueria

- Awarded Server Assistant of the quarter by staff and management for work ethic and attitude

Skill

- Java
- CSS
- Team Management
- HTML
- JavaScript
- Self-learning

Education

Computer Science

Atlanta, GA

Georgia State University

References

Joshua Vandgrift

Worship leader
Lilburn First Baptist Church
jvandgrift@firstbaptist.net
(770) 921-1220

Brett Harper

General Manager
Pure Taqueria Brookhaven
(770) 452-7873

Daniel Lewis Busby

343 Barclay Ln Apt. E, Dunwoody GA 30338 | 678-677-5058 | dlewisbusby@yahoo.com

Objective:

- Gain further professional experience in a position allowing room for future opportunity.

Professional Experience:

Leggett & Platt, CVP Division (3 years | 2015-2018)
Engineering Admin:
- Use SolidWorks to create production, instruction, or sales drawings
- Product Prototyping, CAD Drafting, and Bill of Materials Maintenance

NordsonCorp, Adhesives Division (1 year | 2011-2012)
Engineering Intern:
- Use SolidWorks to create sheet metal and 3D printed prototypes
- Project Management, CAD Drafting, Machine shop tools

NordsonCorp, Adhesives Division (1 year | 2010-2011)
Testing Intern:
- Maintain HTML charts for test data using SQL queries
- Implement automatic test sampling system to prevent redundant testing

US Security Associates (3 years | 2012-2015)
Security Officer:
- Screen entrants, monitor activity, file daily activity reports
- Alertness, awareness, client interaction, file management

CLACEC *(CLArckston Computer and Engineering Club)* (1 semester | Spring 2013)
Chief Engineer:
- Train and assist group leaders in Engineering disciplines, Project management

Skills:

- CAD Software *(Autodesk Inventor, Solidworks, AutoCAD)*
- Prototype, Production, and Instruction Drawings *(Solidworks)*
- Strong Experience with Sheet Metal, some 3D Printing Prototypes
- Machine tools such as band-saw, Dremel tool, drill press, etc.
- Strong *Microsoft Office* Suite experience (Word, PowerPoint, Excel, Outlook)
- Five years Spanish speaking experience.
- Programming experience *(Java, Python, C#, SQL, HTML, MATLab, LUA, x86 Assembly, ARM Assembly)*

Education:

Gwinnett School of Mathematics, Science, and Technology *(GSMST)* (Class of 2012)
Diploma, Focus in Engineering and Emerging Technology, Robotics Club member
#1 Ranked High School in Georgia, #3 in the USA (*U.S. News, 2012*)

Georgia State University *(GSU)* (Class of 2016)
A.S. Degree in Engineering, Chief Engineer of CLACEC Engineering Club

Georgia State University *(GSU)* (Class of 2020)
Junior in Computer Science Major

Achievements:

- Certified SolidWorks Associate (granted by *Dassault Systemes,* Jeff Ray)
- AP Scholar with Honor (granted by *CollegeBoard*, Gaston Caperton)
- FIRST Tech Challenge Regional Robotics Champion (2009 Tennessee)

Notable Projects:

GSMST (2009)
FIRST Tech Challenge Robotics Competition:
- Work in a team to design and assemble a robot to compete in the 2009 FTC Competition
- Includes prototyping, programming in Robot C, collaboration with a team, and assembly

NordsonCorp (2011)
Adhesive Pellet Hopper Prototype:
- Design a multi-orifice adhesive pellet hopper to determine which adhesive pellets are most compatible with Nordson melters
- Includes Project Management, CAD Drafting, Machine shop tools, and data collection

Leggett & Platt (2016-2018)
DISH Networks Fleet Package:
- Complete Sales drawing to secure customer orders, and prototype new parts for Dish Assembly Fixture
- Includes prototyping, CAD drafting, customer interaction, and BOM maintenance

(References available upon request)

HARRY PARK

parkhwyy@gmail.com LinkedIn.com/in/parkhwyy

SKILLS

Languages	C/C++, Bash Scripts, Java
Web Technology	HTML, CSS, JavaScript, XML
Software	Git, Eclipse, MATLAB

EXPERIENCE

Premier Sports Marketing, Inc.

Customer Service Manager — **July 2017 – Present**

- Improved customer feedback rate to 98% throughout every online platform
- Conserved $20K potential revenue loss from shipping claims by acquiring a new logistics partner
- Reduced 30% of return costs by utilizing return option with the current shipping service

Inventory Associate — **January – July 2017**

- Decreased 50% of out-of-stock orders by creating a collaborative inventory count system
- Minimized the defect rate to 0.07% by implementing a new restock system for returns
- Redesigned the location naming structure to optimize the picking process

Watered Garden Learning Center

Mathematics Tutor — **June – December 2016**

- Succeeded in helping students raise the grades by 20% on average
- Worked with other instructors to develop curriculum and tests for each student

EDUCATION

Georgia State University

Honors Bachelor of Science, Computer Science — **May 2020**

- 4.19 GPA / President's List
- Association for Computing Machinery

Related Coursework:

- Full-Stack Development
- Software Engineering
- Mobile App Development

LEADERSHIP

Korean Community Presbyterian Church

Youth Leader — **August 2016 – Present**

- Led a group of 100+ students and organized monthly events and fundraisers
- Launched a new program to connect the students with community resources for help

6885 Peachtree Dunwoody Rd, Apt 304 , Sandy Springs , 30328 *
(770) 910-0543 * nghitran0798@gmail.com

Nghi Tran

SKILLS

- Java
- Machine learning
- Python
- Unity
- C
- C#
- CSS and HTML
- Javascript

EXPERIENCE

Computer Science Undergratuate Teaching Assistant
Georgia State University, Part-time, Jan 2020 – present
- Grading CSC 1302 class homeworks, quizzes ans tests.
- Tutor in STEM department tutoring center for computer science classes.

STEM tutor – Computer Science tutor
Georgia State University, Part-time, Aug 2011 – May 2015
- Tutor in STEM department tutoring center for low level computer science classes (1301,1302, System Level, Data Structures, Computer Organization and Discrete Math).

EDUCATION

GEORGIA STATE UNIVERSITY, Atlanta, GA
Bachelor of Science – BS, Computer Science, 2016-2020
- GPA: 4.06/4.0 _ President's List

ADDITIONAL SKILLS

- Fast learner, time efficient and organized
- High mathematic skills
- Basic knowledge of graphic design and digital art, UI, UX

LANGUAGE

- English (full professional proficiency)
- Vietnamese (native proficiency)
- Japanese (limited working prificiency)

PROJECTS

- A unity typing game using C#: https://github.com/LampuKuroro/Type-venture
- A pet for your browser experience as a Google chrome plug in using HTML and Javascript: https://github.com/LampuKuroro/Mikupet
- Data proccessing with Python to protect privacy: https://github.com/LampuKuroro/privacy-data-modification

Connor Lacy
4275 Pine Vista Blvd • Alpharetta, GA 30022 • 678.327.8571
lacyconnor1409@gmail.com • www.linkedin.com/in/connor-lacy
• https://gsu.joinhandshake.com/users/5370691

EDUCATION

Georgia State University, Atlanta, GA **Expected Graduation Date: May 2020**
Major in Computer Science President's List
Senior Level Native American Scholar
Overall GPA **3.98**/4.00 Osage Nation Higher Education Scholarship Recipient

About Me:

Highly motivated, Fitness focused, Driven Student with a demonstrated history of working in Automotive Repair and Service. Exposure to and demonstrated proficiency in Computer Science fundamentals – OO development, data structures, algorithm - design, problem solving, and complexity analysis. Strong dedication to Innovation and Logistics with a path to a Bachelor's degree of Computer Science from Georgia State University.

WORK EXPERIENCE

Software Engineering Intern **May 2019—Present**
NCR Corporation

- Designed and Engineered a responsive HTML5 UI via TypeScript/React for a down market point of sale solution for global convenience and fuel retail stores.
- Engineered fixes for an internal log viewing tool per request of maintenance and service division of the fuel team. C# backend and UI changes.
- Business tools: Slack, Bitbucket, Git, Teams, Webex

Software Development Intern **May 2018—May 2019**
JDA Software

- Strong collaboration with the leaders and other project team members on customer facing projects.
- SQL, C#, Ext-JS, html, XML, and .NET framework tasks include, but are not limited to: software development, source code control, writing and executing automated test scripts and packaging and delivery of finished code to customer.
- Waterfall and Agile workflow practice with development teams
- Formal Documentation and build planning for client software development projects

BMW—Automotive Service Technician **September 2014—July 2017**

- Responsible for performing vehicle repair and maintenance work as assigned in accordance with dealer and factory standards. Oversight the work of any apprentice technician assigned
- Perform work as outlined on repair order with efficiency and accuracy, in accordance with dealership, factory technical service bulletins, and factory standards.
- Diagnose cause of any malfunction and perform repair.

RELEVANT COURSEWORK

- Java Programming I,II
- Data Structures
- System Level Programming (C/Unix)
- Human Computer Interaction (UX/UI)
- Discrete Mathematics
- Calculus I,II,III
- Computer Organization & Architecture
- Mobile Application Development (Java/XML)