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<https://studio.youtube.com/video/c6P_bcn4nsU/edit>

This was a very important project in helping me with my career by giving the me knowledge and experience I need in cloud-based systems. I have learned and worked with cloud-based servers in the past but in this I was able to put it all together into a single project. This also gave me great experience in AWS which I now know is a very popular tool used in the industry. I think this was a personal strength that I gained after this project because AWS is not too difficult and after I understood how often it is used, I tried to learn more about it. I have also learned how to properly plan and stay organized throughout the development life cycle. I would like to find a career in either software engineering or game development.

After learning more about cloud services it is a great way for developers to create a system that has a large amount of flexibility. This makes it easier for users to handle scaling easier because the storage is unlimited, and you only pay for what you use. This in a cloud server creates an organized system that is constant even through the addition of new data. I think when it comes to predictability containers are more predictable than serverless because you have to purchase your storage one time. This is not perfect because it is not always efficient, and storage may need to get upgraded overtime. While on the other hand serverless is a pay for what you use model that scales with the storage you use and can easily be added to.