

Chain Coders



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The Team



As a team, our goal is to make a fully functional and bug-free application while working in a friendly and relaxed atmosphere. The team consists of hard working and dedicated individuals who love and know how to code. Our main strength is our ability to learn new things quick and to use them to make cool stuff.

Meet the team: Jerry Cheng



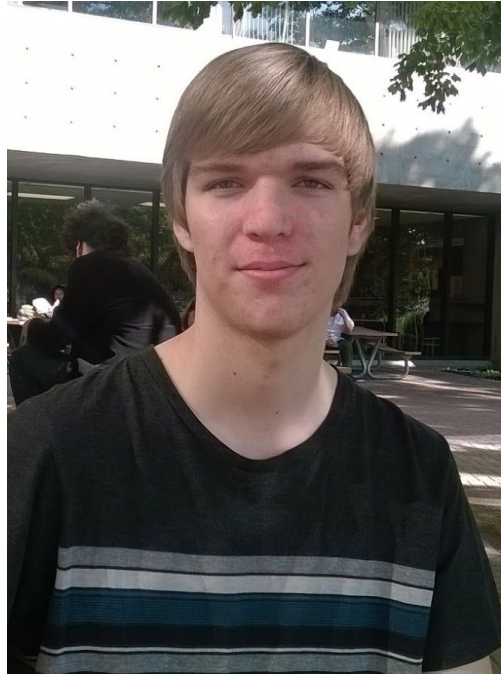
Current student at the University of Toronto. I am familiar with Python, Java and C and front-end web development with HTML, Javascript, Angular, Node and Bootstrap. I have experience with Agile methodology and Scrum development and have used JIRA and Confluence for project tracking. In 2015-2016, I was a developer for an application for recording and uploading patient records for the Ministry of Health and Long Term Care using web based technologies and Atom Electron. Between May-August of 2016, I had created a text-based dungeon game in C and collaborated with a few peers to successfully create a mock shell in Java designed to imitate the various terminal commands in unix. These projects demonstrate my proficiency with multiple languages as well as my capacity to learn new tools rapidly.

Meet the team: Albion Fung



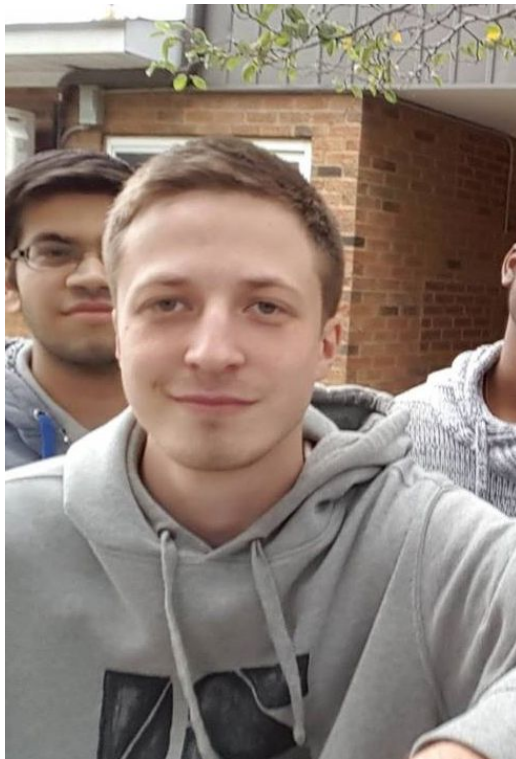
I am a second year student studying at University of Toronto for Computer Science Software Engineering Specialist Co-op, and am a outgoing, friendly yet hardworking person. Being the Computer Science Representative for The Association of Mathematical and Computer Sciences Students and a lecturer for the Computer Science Enrichment Club, I am very involved within the Computer Science society. I am extremely passionate about programming and have attended hackathons and various workshops. As the recipient of the Air Commodore Leonard Birchall Leadership Award, I have great leadership and teamwork skills developed as a result of Air Cadets as well as personal group projects. I have experience in Java, C, objective-C, Swift, HTML and CSS, Unity, C# and Python through my studies, personal projects and real world work experience. Other interests include flying, aerospace and aviation, astronomy, building model kits and playing instruments.

Meet the team: Eric Papagiannis



I am in my second year at University of Toronto Scarborough specializing in the Computer Science Software Engineering Co-op stream. I have experience in software development which utilizes my proficiency in languages such as Python, Java, C, and shell scripting. I have acquired many skills from accomplishing a variety of tasks such as replication of the Unix shell and terminal commands, web-scraping through regular expressions, implementation of sparse matrices using linked lists. My variety of projects demonstrates my capability of dynamically adjusting and learning tools in order to thrive in different development environments. I am really passionate about my field and all things related, so I attend workshops and competitions, such as Introduction to Unreal: Toronto, and the Orbis Challenge. Previous team members have told me that I am reliable and hard-working, and an effective leader, so I know that I am capable of being the quality teammate that is desired.

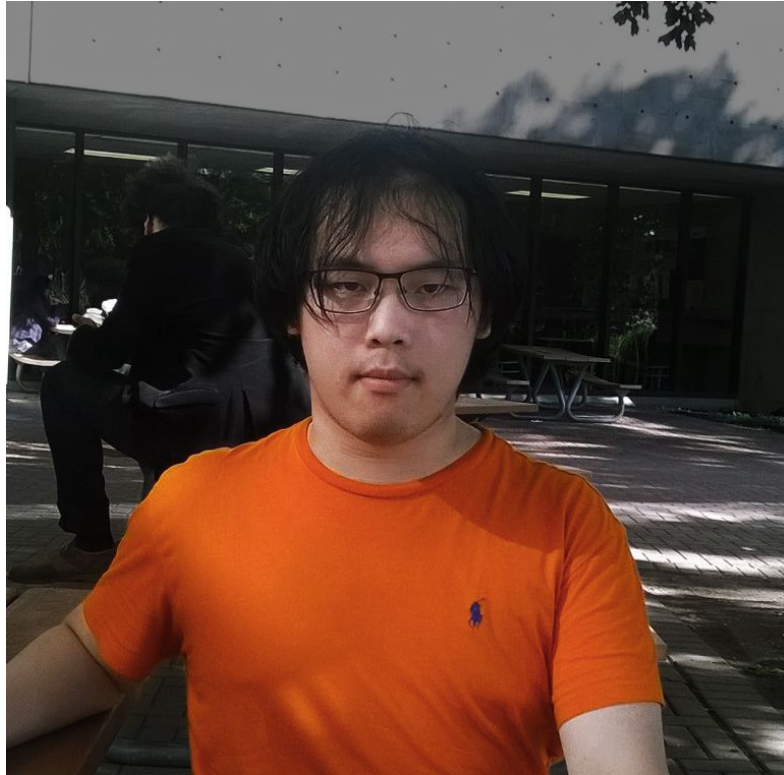
Meet the team: Vasili Skurydzin



My name is Vasili Skurydzin. Few things about me: since high-school I enjoyed computers and coding and that is why I chose Computer Science, Mathematics and Statistics program at the University of Toronto Scarborough for my undergraduate degree. Currently I am in the second year of the program and I want to pursue a career in the field of software engineering after my graduation. Apart from coding I am interested in mathematics, as well as in history, economics and financial theory. Ideally, I see myself working as an IT specialist in financial sector, or possibly turning towards network and information security branch of software development.

Apart from school I enjoy biking, swimming and occasionally snowboarding. If you asked my friends to describe me they would probably say that I am quiet and focused individual who is always busy doing something computer or math related.

Meet the team: Tony Wu



I am a current student at the University of Toronto. Through my journey in computer science, I have gained familiarity with application programming in Python, C, C++, and Java. I possess experience in full-stack web development on the LAMP stack, as well as front-end web application development with JavaScript. Due to my strong enthusiasm for computer science, I have worked on a wide range of personal projects on my own and collaboratively with peers. These include a gaming community website, a JavaScript-based browser strategy game, a duplicate file management tool implemented in C#, and a side-scrolling space shooter game implemented in Python. I have worked as an Application Developer at CIBC, performing integration testing on internal web services and developing simulators for them. I possess the capability to adapt quickly to new technologies and am always enthusiastic about learning.

Team Agreement

Methods of communication: Email for lengthy technical messages. Text messages for urgent communication. Skype for online meetings.

Response times: Every team member must check his email twice a day, including weekends. Responding to text message : asap

Meeting times: All team must meet at least once a week, as well as be present when meeting the TA. Some of the times that work for everyone: Tuesday after 2; Friday after 6; weekends - online or in person.

Running meetings: All team members must be present at weekly meetings. Meeting place will usually be a study room in the UTSC library. Weekend meetings can take place online, unless having all team members present in person is crucial to the progress. For weekend meeting people with long commute times are free to stay at home and participate using Skype.

Meeting preparation: As discussed on previous meeting.

Version-control: Meaningful commit message are mandatory. Team members are not to commit IDE files and not to commit anything irrelevant into root directory.

Division of work: Work is evenly divided. Tasks are assigned during meeting.

Submission of work: Team members are to use the actual github repo for all work in progress.

Contingency planning: Make effort to solve the problem between us; seek help from the professor or TAs.