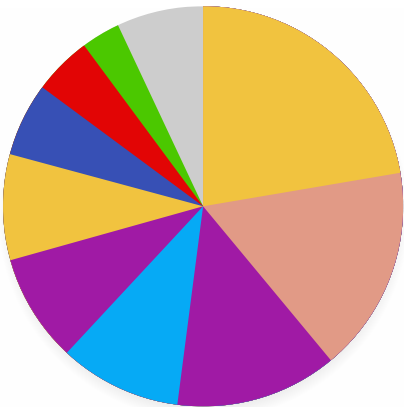
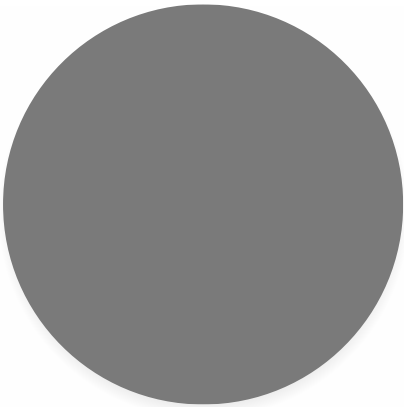
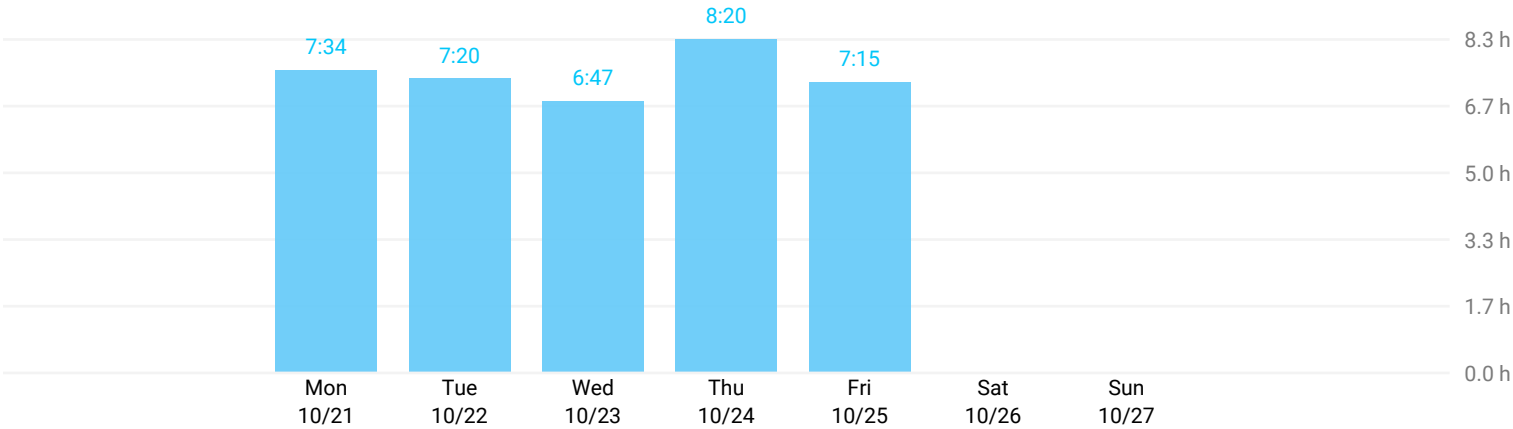


October 21, 2019 – October 27, 2019

TOTAL HOURS: 37:18:29



PROJECT - TIME ENTRY

DURATION

Without project	37:18:29
	1:11:49
Applying feedback	2:12:48
Coach meeting	1:44:47
Find optimization techniques for large interactive systems intended for use in a game	4:51:01
Finish w5 deliverables	0:11:31
Implement optimization techniques	6:12:38
Implement specific vegetation elements (e.g.: ivy-like growth)	3:42:08
Optimization technique segment	3:15:27
Powerpoint	0:31:22
Presentation	1:03:32
Report week 5	3:11:00
Ubisoft coding test	8:20:37
Weekly report	0:49:49