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Senior Design

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## **Individual Capstone Assessment**

For our senior design project, my team and I have decided to develop a web and mobile based application called GigSeek. The goal of GigSeek is to act as a middleman between venues and performers to provide a seamless booking experience for both parties. This idea was constructed from the observation that there is no current tool that can be utilized by small venues and performers to organize bookings. From my personal perspective, this project will be no easy task as there will be many complex tasks to be completed. These tasks include database design, user interface design, and numerous different elements in between. However, I believe that my experiences as a student and software developer have prepared me for the upcoming tasks that I will be assigned.

Through the University of Cincinnati, I have had the opportunity to take many unique courses that are fundamental to my knowledge as a programmer and software engineer. For this project specifically, there are a few courses that I will most likely revisit to prepare myself for this project. Due to GigSeek's need for a database, I will be utilizing the skills that I learned in Database Design (CS-4092) to ensure that the architecture and functionality of our application's database is efficient. I will also be utilizing much of the knowledge that I will

obtain in my User Interface I class (CS-6067) that I am currently taking. The concepts learned in this class will be especially helpful when working with the front end of GigSeek and ensuring that we provide an easy and satisfying user experience. My team also decided to work alongside the professor of this User Interface class by naming her our Project Advisor. This front-end expertise will help us in providing the best user experience possible.

Throughout my co-op career at the University of Cincinnati, I have had some unique roles that will provide valuable knowledge to the evolution of GigSeek. Through my role as a Virtual Reality Development Specialist at Ulliman Schutte Construction, I learned the importance of user experience when building an application. In the world of virtual reality, user experience is the foremost important aspect of an application due to the immersion and technicalities of the VR headset. By organizing my applications in a logical and easy-to-use manner, I sharpened my skills in user interfaces/experiences. Through my work as a Software Engineer at Siemens, I gained experience working on a development actively practicing agile methodology to deliver a brand-new company product. This experience taught me how to keep my tasks organized and construct an efficient workflow. By doing this, I felt as though it was much easier to meet deadlines. I also learned how to present my findings and observations to various other individuals within my company and ask questions to more experienced individuals when roadblocks arose.

Overall, I am extremely excited to be starting work on this project and finally turning an idea into a feasible application. One of the most intriguing aspects of this project is our team's personal need for the GigSeek. Since one of our team members oversees booking shows for a few local venues, he needs an application like the one that we are creating. This will allow us to implement our application in a real world setting and get real feedback from unbiased individuals. This testing will give us valuable feedback on our product and will hopefully help transform GigSeek into an application that can be utilized by anyone in the country. As it stands, our team has constructed a few UI mockups that demonstrate our initial ideas for the application's front-end design. However, a detailed application design is still currently in the works.

As discussed in the previous paragraph, we are seeking to deploy this application in a real-world setting. These real-world evaluations will provide us with a roadmap on where we can make improvements and what aspects are appreciated. However, until the application is fully functional, we must rely on evaluations from ourselves and our advisor. When completing a specific development task of GigSeek, I plan to present my solution to my fellow teammates and gain their approval on my implementation. If accepted, I will then showcase this solution to our project advisor for her thoughts on my work. If in any stage my implementation is rejected, I will ask questions and listen to any feedback given to me. I am understanding of the fact that there is rarely a smooth sailing development lifecycle. Over the duration of this project, I will be required to remain open minded and not become discouraged when a roadblock arises.