Things I have done well,

* Learnt about how to use git, ruckusing scripts and different servers we use to manage the release process.
* Understand the structure of our code base, coding standard and coding convention from resolving issues in the customer and user experience group. I always follow the code review process and the coding standards to ensure the quality of my code.
* Utilise Redmine effectively to communicate with team leads and keep record about the progress of the ticket.
* Although legacy code is less important now because we are moving toward Zend Framework, experiences in the area like checkout and product page will still be helpful for the process of porting to the new structure. I believe all the experiences in both legacy and migrated code will be valuable in the future on maintaining existing and developing new features.
* Temporarily managed customer group for a period of time. I was able to divide tasks into smaller tasks, which allow me to estimate schedule and keep track of progress better.

Things I need to improve,

* Familiar myself with the code base even more to improve my efficiency of resolving issues and accuracy when estimating schedule.
* Occasionally I can be too concentrated on coding and forget to update Redmine frequently.
* Sometimes I need to pull back and keep in the scope of the ticket instead of trying to work out problems found along the way.
* Before commits I test as much as I can in different situations on different browsers. However, developers always test in the way we programme. I reckon tickets should always go through QA before going to live whenever it’s possible.
* Tweak my balance between performance and other benefits like readability and maintainability. In my past coding experience speed is always weighted heavier than other benefits of a coding choice. This is not always true in web development.
* Gain more experience in the user experience group on jquery and css.