QUT IFB398 Capstone Phase 1 (2020)

**Q-FOUR**

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| Team member # | Student Name | Main Role |
| #1 | Toby Field | Developer |
| #2 | Samuel Skinner | Business Analyst |
| #3 | Jared Blundell | Developer |
| #4 | Samuel Bridgewater | Developer |

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| Team Summary |
| Our work team includes an Information Systems student and three Computer Science students whom provide a rounded skill set with the ability to plan, manage and create a successful product. We have previously worked on projects including the development of a mobile application, an art application developed in Java and the management of a theoretical business case.  Each team member has the following experience:  Samuel Bridgewater has experience with programming languages, inclusive ofC#, Java and Python***;*** Toby Field is knowledgeable in mobile development, with an intermediate level of experience with several programming languages and frameworks;Jared Blundell possesses experience in a range of programming languages, including C#, Java, JavaScript and Python, as well as knowledge of project management methodologies; Samuel Skinner comes from a prior education in journalism and has worked for with travel industry software. His strengths lie inbusiness analysis, project management and design.  We aim to undertake a project which allows each one of us to utilise our personal skill sets to the best of our ability. With prior experience working with Web development and Mobile applications, alongside a general knowledge of the processes required, we would all be eager to attempt such a project. |

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| #1 | Toby Field | |
| Email: | toby.field@connect.qut.edu.au | |
| Phone: | 0468 306 595 | |
| Skills: | • Cross Platform Mobile Development  • Proficient in C#/Java/JavaScript  • Web Development | |
| Web presence (optional): | | |
| Degree: Information Technology | Major: Computer Science | Minors: Mobile Applications & Security |
| Other interests:  • Building Cars  • Video Games | | |
| Goals:  This capstone project provides opportunity to partake in an extended task over the course of the year that requires problem solving skills to be applied as well as all my consolidated knowledge I have accumulated over the course of my degree. This in turn allows for a realistic insight into what a real-world workplace experience would be, which I feel is an incredibly beneficial opportunity. Further, this project will allow me to highlight my collaborative nature, problem solving skills and my intrinsic motivation to further develop my experience.  As detailed in the above, my key strengths are Cross Platform Mobile Development and experience in C#, Java and JavaScript. I have also worked on frontend web development with React and backend web development.  Despite not having extensive experience in Google’s Flutter (dart programming language) and React Native, these are mobile development frameworks that I would be greatly interested in exploring in the project to enhance my future portfolio. | | |

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| #2 | Samuel Skinner | |
| Email: | samuel.skinner@connect.qut.edu.au | |
| Phone: | 0457 788 833 | |
| Skills: | • Project Management  • Requirements Analysis  • Business Analysis | |
| Degree: Information Technology | Major: Information Systems | Minors: Enterprise Systems |
| Other interests:  • Hiking and rock climbing  • Watching TV/Movies  • Playing video games  • Travel | | |
| Goals:  Beginning my Bachelor of Information Technology, I was enrolled in the Computer Science Major. Playing to my strengths and natural interests I moved into the Information’s Systems major partially through the degree.  Today, I primarily focus on understanding the impact IT has on businesses at a core level. I have learned to model and design information systems, databases and processes for large and small projects and perhaps more importantly, I have learned how to seamlessly assimilate new projects into an existing IT environment.  The goal of this capstone project is to use the theoretical knowledge gained in my specific field of expertise to help bridge the gap between business stakeholders and technical developers.  This will allow me to translate business requirements into realistic, achievable goals. I have significant experience in early prototyping and design phases of a project. I have created mobile and web prototypes and seen them translated into functional products.  My initial studies in Computer Science, although far more rudimentary than my teammate’s, puts me in a unique position to more easily explore new technologies and analyze how they can be applied to business goals.  The team has expressed interest in exploring new mobile development frameworks, and with their interest in the topic being a driving force I believe I will be able to facilitate the execution of a high quality, long-term project. | | |

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| #3 | Jared Blundell | |
| Email: | jared.blundell@connect.qut.edu.au | |
| Phone: | 0447 168 386 | |
| Skills: | • Cross Platform Mobile Development  • Web Development (JavaScript/CSS/Express)  • Experience with C/C#/Java/JavaScript/Python  • Project Management | |
| Web presence (optional): | | |
| Degree: Information Technology | Major: Computer Science | Minors: Security & Mobile Applications |
| Other interests:  • Video Game Testing  • Computer Hardware | | |
| Goals:  The capstone project is an opportunity to engage in a task over an extended period, requiring problem solving skills to be applied to real-life scenarios. This will hopefully provide experience to further practice and consolidate upon what I have learnt over the course of my degree, as well as a pathway towards working in a professional environment.  As is stated above, I have previous experience in cross platform mobile development using C#, web development using JavaScript and Node.js (Express), as well as project management methodologies, often acting as a co or vice leader during previous projects.  Despite not having extensive experience in many mobile development frameworks, I would still be greatly interested in exploring and learning new languages in an attempt to enhance and augment my current knowledge. I would also be interested in learning and applying techniques regarding web development. | | |

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| #4 | Samuel Bridgewater | |
| Email: | samuel.bridgewater@connect.qut.edu.au | |
| Phone: | 0423 552 400 | |
| Skills: | • Proficient in C#/Java/Python  • Web Development (JavaScript/CSS/Express)  • Mobile Development | |
| Web presence (optional): | | |
| Degree: Information Technology | Major: Computer Science | Minors: Mobile Applications & Security |
| Other interests:  • Video Games  • Computing (Design & Creation)  • Painting | | |
| Goals:  I view this capstone project as a great opportunity for both my team members and I to apply our previous learning. Not only apply our knowledge and skills but to gain and grow from the experience.  I will show dedication throughout all processes of our assigned project. I aim to deliver the best possible outcome and prove as a cohesive team. As mentioned previously, I have experience in the creation of a mobile application and knowledge of several different programming languages, with special interest in information security.  Undertaking a project that incorporates aspects of my skillset would be a great opportunity for insight into a professional environment and a chance to increase my experience in project management skills. | | |