Joe Black took the role of primary UI developer. Joe is a twenty-year-old student with no prior industry experience, so leading the UI development team was a new and somewhat challenging task. However, Joe was happy to take on this role as someone who has an interest in web development, believing this would give useful insight into real-world experience.

The UI development team was responsible for creating the interface with which the client and end users would ultimately interact. This role also involved organising weekly meetings with the UI sub-team, ensuring that week-by-week goals were achieved, and presenting interfaces and designs to the client and other team members. In this role, Joe was also responsible for collaborating with the principal back-end developer to discuss how the interfaces would connect to the coded application and discuss any improvements which could be made to streamline this process.

Throughout the project’s run, Joe took these responsibilities and ensured that the UI development came together to create a professional-looking interface. They gained useful experience to prepare for industry work. This was overall a highly insightful experience for Joe, thanks to the role he took on.