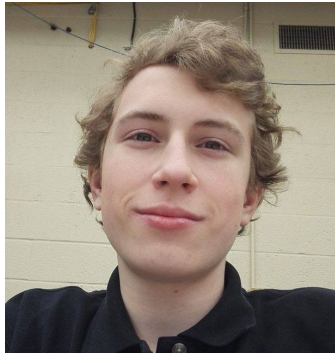JASSY

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The Team

(Yao Wei Zhang, Samuel Zhou, Sin Chi Chiu, Aradhya Kunwar, James Gabriel Goudie)

Meet The Team

James Gabriel Goudie

I am currently in my second year of study at the University of Toronto's Scarborough Campus, with a focus on Computer Science, specializing in Software Engineering. I have experience in several programming languages including Java, Python, C, C#, C++, Visual Basic. This large basis of languages makes it easy to learn new languages. For the past couple of months, I have been in the process of developing my personal web-space that is being hosted on the University's servers. I have a very broad interest in the field of computer science. Currently I am also enrolled in the Introduction to Embedded Systems class as well as Graph Theory and Algorithms for it's Applications. I am familiar with design patterns from a previous course titled Software Design, and I look forward towards advancing my skill set in using, developing, and applying design patterns over the span of this course and it's project.

Yao Wei Zhang

I am a third year studying at University of Toronto Scarborough campus. From the classes that I have taken in high school, I developed an interest in computers and lead me to be in the progress of completing a Honours Bachelor of Science (CSC) with a Computer Science Major, and two Minors in Linguistics as well as Philosophy. I have knowledge of Java, HTML, CSS, Python and C, as well as is currently in the progress of learning MySQL and MySQL Workbench. Experienced in working on projects as teams, responsible and very organized of my time.

Sin Chi Chiu

I am an undergraduate student in computer science from University of Toronto Scarborough. My primary focus for my studies is algorithm and data structure design. In my spare time, I also study computer networking and security. I have experience in both front and back-end development, and I have coded in Java, python and C/C++. I also have experience in working with databases with both MySQL and T-SQL. I am very passionate about software development, and I am constantly learning new techniques and technologies to better myself as a software developer. My past projects includes a standalone rhythm game that uses JFrame as a graphical user interface.

Aradhya Kunwar

I am a 3rd year student studying at the university of Toronto Scarborough. I am in the computer science program. During my three year at UTSC I have taken multiple computer science course that where I developed and applied various skills necessary during software development. I have also taken multiple theory CS courses and math courses which were proof based there I developed problem solving skills which are necessary to come up with solutions during software development. Apart from studying, I also like getting involved in the campus community. I am a web-master for UNITY at UTSC a campus student organization that promotes hip-hop as a positive outlet for youth. My primary responsibility there is to maintain the club website but you will find me at our club booth throughout the semester. I also have been involved in artist hiring, event promotion and event organization for my club. Outside campus I prefer to spend my time trying out various types of food Toronto has to offer and playing soccer (if the weather permits).

Samuel Zhou

I am a 3rd year Computer Science student in the software engineering stream, with a drive for learning and tinkering with new technology. I am passionate about applying what I have learned to help create software that will help benefit others. I have worked previously as a co-op automation developer for FleetComplete, where I learned about key aspects of the QA process, project management, and automated software testing across mobile and web platforms. Throughout my eight month term there, I had to opportunity to lead several mobile projects as a QA prime and helped establish a framework for automating their mobile app testing prior to my departure. Outside of school and work, I manage a personal website and enjoy experimenting with web and cross-platform development using tools such as the MEAN stack, Xamarin, or React Native. In my free time, I also enjoy writing, video editing, and exploring the city.

Team Strengths and Goals

Strength
- Flexible team where all members are willing to contribute to every aspect of SDLC
- We get along pretty well therefore we are able to get work done without much complication
- Experienced with several programming languages and technologies (with frontend and backend development experience)
- Motivated to learn from each other to produce the best possible product for the client
- Regularly review performance and goals to ensure the team is on the right track
- Members express themselves openly and honestly

Team Jassy is composed of an experienced group of individuals that are committed to getting work done. We get along well, and are not afraid to be open and honest when addressing any conflicts, to ensure that problems are dealt with quickly and without disrupting our team dynamic. Each of us have varied programming background, with experience in both frontend and backend development. For any knowledge gaps that may exist, we are all willing and motivated to learn from each other to produce the best possible product for the client. Individually, we are all comfortable with all of the stages of the Software Development Life Cycle (SDLC), which provides us a high level of flexibility when assigning and reassigning work. As a team, we are committed to our performance, and are willing to go above and beyond to produce a quality piece of software.

Goals
- Have a working application ready by the end of the project
- Meet the needs of client

Our primary goal as a team is to provide a working application to the client that meets all of her needs. During the course of the project, we hope to be able to learn about how to most effectively function as a small software development team. We are aiming to deliver everything that we will plan to do for each sprint, and stay on top of our workload as to not fall behind. As a team, we are working towards a conflict-free semester by having everyone hold each other accountable for their actions and deliverables. By the end of the project, everyone on the team should feel good about the final product and their level of contribution towards it.