Create a PDF with the following requirements:

1. Team name and naming rationale
    a. Artificial Artifacts
    b. Alliteration with “Artificial” sounded cool
2. Team member photo and biography
    - Include one photo and biography paragraph per person
        - Each biography should be a minimum of 200 words
        - Each biography should include a short introduction about who you are and what prior knowledge you’re bringing to the class
3. Team expectations and agreements
    - With your team, collaborate to create a table similar to the one below to answer the 13 questions and agree on expectations.
4. Team signatures
    - Each team member must “sign” the agreement by writing their name and initials

#	**Question**	**Team Agreement**
1	What are our team goals for this project and the class?	To complete the group project and get an A in this course, and to utilize the knowledge gained in the workforce.
2	What are each of our strengths? (note: include any strengths, not just technical CS knowledge)	Omar: Geospatial programming, data visualization Alex: mathematical and computation skills Andy: API experience, backend Raul: Communication, outside-the-box thinking
3	How will we communicate with each other?	Through WhatsApp and in-person.
4	How quickly should we expect to hear back from each other?	Within 24-48 hours.
5	What day/time in the week will we meet every week?	Tuesday/Thursday, 30 minutes before class.
6	What are our rules for our weekly meetings?	To be present and contribute.
7	How will we run the meetings?	In-person.
8	What should we each prepare before each weekly meeting?	Ideas that we would like to discuss with the team.
9	When we get a group assignment,	We will start out by exploring whose strengths

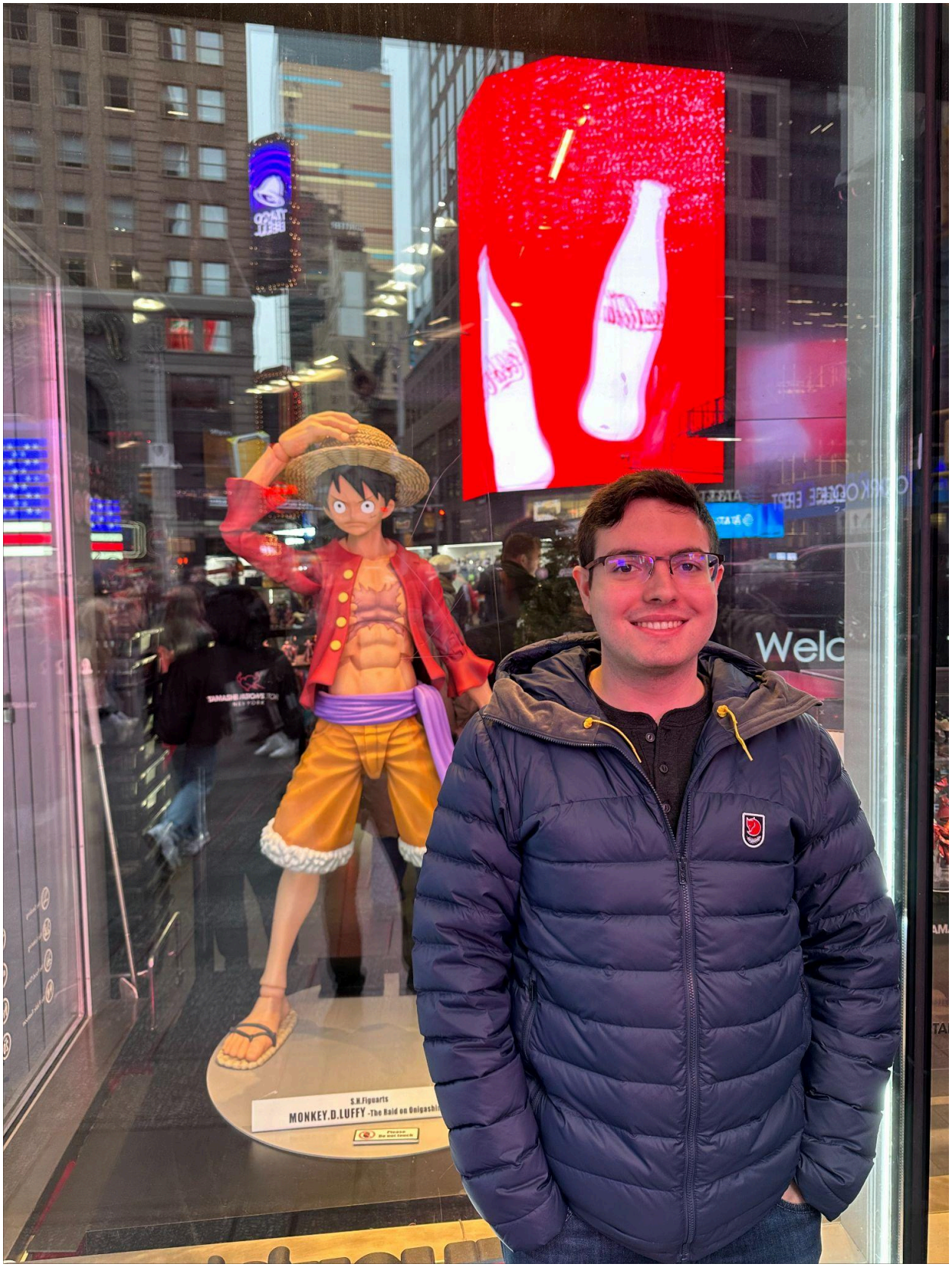
	how will we divide the work? What if there is an unequal load of work in an assignment? How will we rotate roles through the class (*eg. team leader, notetaker, who submits the assignment, etc*)?	most align with the task at hand. If there is an unequal load of work in an assignment, then member(s) who are working on less complex tasks will help member(s) who are working on more complex tasks once they are done with their work. We will rotate roles if some members are not able to make it to the meetings, otherwise roles will stay static.
10	What will we do if a member cannot work for a specified period of time due to an unforeseen circumstance? How will the team react? How will the team get the work done?	We will split that member's work in terms of our respective strengths. We will mourn our fallen member, as an injury to one is an injury to all. Then, we will pick ourselves up until they can come back to work. For example, since we are a 4-person team, we would split the work 3-way each according to our strengths.
11	How do we collectively decide when to submit group assignments?	When all of member's ideas have been thoroughly considered, and the ideas which we have considered have been explored.
12	What are our group's rules about using genAI? *Remember that each teammate is responsible for their own work, whether genAI is used or not.*	Cite any code generated by genAI.
13	What happens if one of us breaks the rules in this agreement?	Mark points against them.

My name is Omar Urbina. I am a 26-year-old undergraduate senior computer science student at Florida International University. I was born in Miami, Florida but raised in Managua, Nicaragua. I returned to Miami when I was 4 years old where I lived in the Sweetwater area until I was 19. I graduated from Miami Coral Park Senior High and, later, acquired my Associate of Arts in International Relations at Miami Dade College. Before joining the computer science program at Florida International University, I went backpacking across Latin America and Western Europe and I can say that this experience changed my life perspective. My prior knowledge (aside from computer science-related knowledge) that would be relevant to the class is in regard to the field of philosophy, particularly ethics in artificial intelligence and big data, philosophy of language, and logic. I am also versed in geographic information systems, geospatial programming and web map development, and prompt engineering. My hobbies include hiking (whether it be in the heights of the Andes or the swamps of the Everglades), producing/DJing music, vexillology, reading philosophical, historical, or geopolitical texts, urbanism and public transit, traveling for cultural enrichment, and soccer. I currently work as a freelance AI Coding Consultant, where I prompt engineer LLMs to improve Java and Python understanding.


THE CELEBRITY
adidas
celebrity

My name is Andy Rivas, and I'm 23 years old. I'm a Computer Science major in my final year at FIU, expecting to graduate this fall. I was born in Cuba and I moved to the US at 16. I've always been interested in technology and I was able to join my high school's Robotics club during my junior year. I taught myself Java, became the programming lead in my senior year, and later mentored the team after graduating.Currently, I work at a small medical agency, managing IT and Payroll operations while integrating AI to optimize workflows. My strengths lie in backend development, problem-solving, and process automation. I enjoy working with AI-driven solutions and aim to pursue a career in software engineering and I believe this class will be helpful when working in the field. I also enjoy anything related with building and taking things apart, whether it is building lego sets, ikea furniture or working on cars.

My name is Alexander Coronel and I'm 22 years old. I am a senior majoring in Computer Science at FIU. I was born in Hollywood, Florida and raised in Miami my whole life. My mother is Puerto Rican and my father is Cuban-American. Growing up, I had been going to Catholic private schools throughout my elementary, middle, and high school years, and even though I now go to a public university, I still hold on to the values I learned back then. I chose computer science as my major because I have always been interested in computers and other technology throughout my life and I would like to use them in my future. I aspire to become a software engineer someday. I am bringing my knowledge of Java, Python, C, data structures, database management, computer architecture, and operating systems to this Software Engineering w/ Gen AI class. My hobbies include playing video games, watching live-action TV and anime, listening to music, and posting on social media. My interests include Pokemon, Mario, Zelda, Animal Crossing, Kirby, Fire Emblem, Xenoblade, Sonic, Persona, Ace Attorney, Digimon, Final Fantasy, Kingdom Hearts, Marvel, Star Wars, One Piece, My Hero Academia, Demon Slayer, Jujutsu Kaisen, Spy x Family, and Invincible.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My name is Raul Herrero. I am a 24 year old Computer Science major on the pre law track. I chose this route because I believe computers have been the peak of human invention and accordingly altered our world to the extent that they may not be able to be interpreted by our traditional laws. The future of our civilization is deeply intertwined with how we are able to manage and develop computers from hardware with chip manufacturing to software with the race towards AGI. Additionally I am interested in intellectual property where it pertains to software engineering, specifically theft of ideas by countries or hackers. I chose computer science as my major because I consider it a unique field. Going from something concrete like metals electricity to using something abstract like logic makes computers stand out in terms of requiring a wide breadth of our knowledge. I enjoy the math side of computer science as it has made me think very differently and it is great to learn something which appears to be so basic and build it up into something profound.

Signatures:
Omar Urbina, OU
Andy Rivas, AR
Alexander Coronel, AC
Raul Herrero, RH