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CS 5001

25 September 2018

Capstone Self-Assessment Essay

Our senior design project is called Prophecy. Prophecy is an all-encompassing social media app for entertainment. To complete this project, we will need to use a lot of what we've learned from our five years of college. For starters, this project will require a database to keep track of each user and other entertainment information. We will also need to create a user interface for the user interact with. Depending on how the mobile app goes, we might want to make a web application as well which I have experience in. From an academic perspective, it comes down to the user interface, database and the backend code.

Throughout my five years of college, I've gone through a numerous amount of classes to help make Prophecy a successful project. Earlier, I mentioned that we need to create a database to keep track of the user/entertainment information. In my third year, we took CS4092: Database Design and Development. This class help teach me the basics of databases and how to integrate them into a project. I am currently enrolled into CS5168: User Interface I and in this course we're learning about the user experience. I'm able to take this knowledge and help our group out with creating that user interface. My college experience has thoroughly prepared me to contribute to Prophecy.

While courses have helped my ability to contribute, I believe my co-op experiences will be my biggest assets. I have worked at two different companies as a software developer, three semesters at U.S. Bank and two semesters at London Computer Systems. During my time at

these two companies I have learned an enormous amount of technical skills. At U.S. Bank, I learned basic debugging techniques and how to unit test. This is essential when we are developing our app. At London Computer Systems, I've worked a lot with web development. If we wanted to make a web application, I'm more than qualified with my experience in HTML and JavaScript. Also, with both co-ops I have worked with other members of a team. Having good teamwork skills is essential when it comes to a project like this. I believe with my experience with co-op has prepared me the most to contribute with Prophecy.

Prophecy will be a successful project due my interest in entertainment. When first trying to come up with an idea for our senior design, our group members tried to find something we were all interested in. We ended up landing on entertainment. I love finding out when new movies/tv shows are coming out. I try to keep update to on twitter and sometimes it's like trying to find a needle in the haystack. Prophecy is going to make my life and others easier with it's functionality.

Our goal at the end of the day is to have a working mobile application that tracks all of your entertainment needs. We want the mobile app to be user friendly and more importantly useful. I will know if I've done a good job or not based on how our database works. I have the most experience when it comes to creating one. If we have a working database and I'm able to help with unit testing, I believe that I have contributed my part to the group. If we can accomplish this items, then we'll have a successful project.