Personal Development Report

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# Introduction

This Personal Development Report (PDR) is a reflective document made to keep track of my academic and personal growth across this course. Unlike a portfolio, this report rather focuses on why I did what I did and how it contributed to the learning objectives. By analysing my process, feedback and actions, I aim to better understand my strengths, development and areas of improvement.

# Learning Objectives

For each of the 3 learning objectives (LO3, LO6, LO7), I provided my take on the objectives, evaluated my progress and reflected on the learning process. This section also includes feedback I received from instructors, peers and my own thoughts on the matter.

## Learning Objective 3: Professional Standard

### Description

This Learning Objective is all about working professionally on all projects, both individual ones and group ones. It involves using the appropriate methodologies( for example, agile), engaging stakeholders through feedback and making sustainable, ethical and culturally aware decisions.

### Process

I followed agile in both my individual project and my group project, actively incorporating feedback to refine decisions. I implemented practices like sprint reviews and retrospectives to stay aligned with professional standards.

### Progress

I improved my ability to work in a team and manage stakeholder expectations. I laid the foundations for my individual project, now I need to expand the app so I can add more tests to show my capability of making a professional app through and through.

### Reflection

Collaboration in the team environment has been a bit rocky at times, at least on my end. My main focus will be to improve communication with the rest of my team to make sure we’re all on the same path.

## Learning Objective 6: Analysing Business Processes

### Description

This Learning Objective focuses on understanding how software integrates into a company’s workflow, identifying stakeholders, and mapping processes, including possible variations or decision points.

### Process

I analysed workflows by creating and refining diagrams (C1-C4), I properly tested the business layer to ensure everything works correctly, and I spent time thinking about how the system would work for different types of users, like those with less technical literacy. In the Team Project, we discussed in meetings how to achieve what our client wants, and what the best way to get there is.

### Self-Evaluation

I learned how to create comprehensive design documents, how to iteratively refine processes and how to evolve the UX/UI for all kinds of users. There is still room for improvement when it comes to anticipating problems that may come from decisions. For example, I chose to invite members originally through the User ID, but later realised that since the User ID is very long and complicated, a normal user would find that a significant challenge in achieving their end goal and later resolved that by requesting the user’s email instead.

### Personal Reflection

Feedback is invaluable in emphasising the importance of effective communication and clear visualisations. I used the suggestions to revise diagrams and better take the end user into account during development. This experience reinforced the importance of bridging technical concepts with stakeholder understanding and end-user expectations.

## Learning Objective 7: Personal Leadership

### Description

This Learning Objective is about being aware of my own strengths and weaknesses, setting goals to improve, and working on those goals with the help of feedback from others.

### Process

In my personal project, I set goals for myself, like finishing specific features by certain dates, and kept track of how I was doing. I asked for feedback when I got stuck and adjusted my plans when needed. In the team project, I focused on making sure everyone is aware of where I stand with my progress and shared my ideas with the team.

### Self-Evaluation

I’ve grown in my ability to lead myself and collaborate with others. Feedback from sprint reviews and discussions helped me identify areas where I could improve, such as time management.

### Personal Reflection

The feedback and discussions with my teachers helped me realise the importance of structured and proactive planning. While agile as a principle works fine in a group setting for me, for my individual project, it is severely different from my natural way of working on things and has been a bit challenging to make sure I adhere to it there. It has been a continuous learning experience and will most likely continue to be one.

# Retrospect

Overall, I feel that this course has been challenging but rewarding. It has pushed me to adapt to situations that I am not that comfortable in. My goal in the course was to stay engaged, work consistently and keep up with my group and individual tasks. I would still say there is more work to be done when it comes to consistent working, as I tend to work in bursts naturally instead of doing things little by little, but this is something I feel I’ve adapted to reasonably well. This experience has given me a good understanding of my strengths, like being able to jump between tasks, but it has also shown me areas I can improve, like planning and time management.

## What Worked Well

* Taking time to reflect on what was working and what needed to change
* Adapting to Agile
* Working simultaneously on different tasks

## What Could Be Improved

* Managing time and workload during high-pressure periods
* Taking a more in-depth look at features to rule out the need for change later

## What Didn’t Work

* Rapid expansion of features

## Future Improvements

* Develop a consistent work routine
* Improve time and priority management during crunch periods
* Conduct more thorough planning for the UX/UI before implementation

# Learning Points

In conclusion, I’ve learned that regular reflection and adapting my approach, whether that’s embracing Agile or pausing to reassess my feature scope, are just as important as writing code. I discovered the importance of breaking up big tasks into small, scheduled tasks helps me avoid any last-minute crunches and keeps my progress going more steadily. Collaborating more and clarifying requirements early between teammates not only smooths our workflow but also makes it easier to translate technical ideas into user-friendly designs. In the end, I’ve seen that understanding my strengths and weaknesses is the first step toward continuous improvement.