The biggest skill that I learned during the course was relearning Python. I obviously also learned new things with Python, like creating a GUI with Tkinter and using OpenCV. I also learned a bit how to use Linux, especially through WSL when getting SAM 2 to work, and I also learned how to make datasets for AI.

I also learned some soft skills, like taking the role of lead developer of our app. I was often the one fixing bugs, integrating teammate’s code and making sure the app actually works. This helped me practice technical leadership, problem-solving, and team coordination.

I also learned a lot about debugging and troubleshooting, especially trying to get SAM 2 to run, fixing compatibility issues and broken dependencies. These skills are useful in game development and programming in general.

Another big part of the project was time management. The dataset generation process was slow, taking at least five hours per dataset, so I had to find ways to keep progress moving despite long wait times.

As for how I will be able to use these skills in the future, Python and machine vision aren’t really core parts of game development, debugging, leadership and problem solving is something I definitely will benefit from. The Linux knowledge might also come in handy down the line, whether professionally or for personal use.

Later on, when integrating YOLO to our app, I learned that I don’t need to integrate other scripts directly into my own code, I can just import them or use subprocesses. Subprocesses seem pretty easy, so that will definitely be useful in the future.