

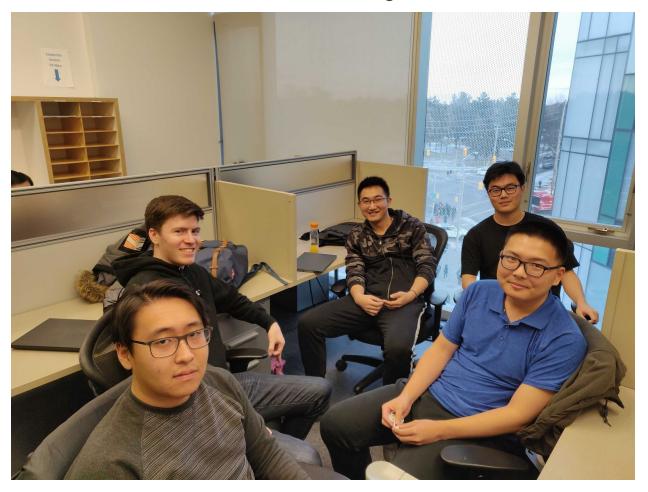
Getting Started: Team Plagiarism

Deliverable #0: Team Set Up February 5th 2019 Team Members: Minqi Wang, Shuang Wu, James Nicol, Xinrui Tong, Zixing Gong

Table of Contents

Team Goals and Strengths:	3
Team Biographies:	4
Tools planned:	6

Team Goals and Strengths:



Our team seek to make valuable contribution to the open source project and aiming high for 10% bonus marks. We also aim to have quality deliverable with each deliverable grade averaging at least 90%.

For our team members, Jamie is experienced in python and has personal project experience, great communication skills. Ken (Minqi) has professional experience in Python in the workplace. Sean (Shuang) is used to fast pace development, quick turnaround times, and able to commit extra time to the project as needed. Zixing has great work ethics and able to self-monitor well, strong work experience in the workplace. Xinrui (Ray) has experience managing teams as Scrum master, and gets along with the group well.

Team Biographies:



Shuang Wu's Bio

My name is Shuang (Sean) Wu and I'm a 4th-year student in computer science Co-op specialist program, information system stream. Other than the many computer science courses(web development, android development, computer security, etc.), I had also taken some management courses for better being a team player and a responsible leader. I have 4-month coop experience with CAMH(Centre for Addiction and Mental Health), helping with data migration across platforms, and worked 8 months with a tech startup company, developing Android application using Java in a fast-pacing environment. From previous projects experience, I had worked with people very largely from age range, cultural background, and personality. I believe that being respectful to others and responsible for own part are keys to maintaining a healthy ecosystem of a team.



Minqi Wang's Bio
My name is Minqi (Ken) Wang and
I'm a 4th year student in computer
science Co-op specialist program,
software engineering stream. Beyond
the requirement of my program, I've
taken/am taking a number of CS
courses which covers a few different
aspects of computer science/software
development such as web
development, security, computer
networks etc. I also have an one-year
internship experience at IBM Canada,
during which I primarily worked on a

distributed database project with Internet-of-Thing as its targeting market. Among the programming languages I've been exposed to, I'm most proficient in Java and can use basic Python, Javascript and Bash effectively for small projects and standalone scripts/tools. I'm a team player and love to work in a team where everyone can contribute according to his expertise and interest.

Zixing Gong's Bio



My name is Zixing Gong and I'm a 4th year student in computer science Co-op specialist program, software engineering stream. I have extensive experience in in testing, having worked as a tester during a work term at CIBC. I also completed a one-year internship experience at IBM Canada, during which I primarily worked with Ken on the same distributed database project with the Internet-of-Things and Data Virtualization as its target market. I have experience in a variety of positions, including: managing a small team, working on the development team, testing team, build team, performance team, and integration team. I have used Java to create video games, an Android

app, and database applications. I am familiar with Python, sh/bash scripts and can use basic C, C-like languages (Unity C#, C++) and a plethora of database management systems such as: MySQL, Db2, MS SQL Server, Oracle Database, PostgreSQL, BigSQL, Informix, and Netezza.

Xinrui Tong's Bio



I am a 4th year CS student with strong intuitive for code and work well in a team. I have experience in both leading teams and collaborating with others. I value working with other members and building interpersonal relations. I have worked a diverse set of side projects that involve mobile platform to websites. This gave me a diverse skill set, I have worked closely with Java to create video games and android applications. I have experience using MySQL, SQLite, and MongoDB for web based data management. Python for the purpose of bash scripting. PHP, HTML, CSS, Javascript and React for front-end web development and RESTful API and Node.js for back-end. Although my technical skills in C may be lackluster, I have experience with developing socket, router, and file management software using C. I am currently involved in an ongoing project that is developed through the Unity Game Engine, which uses C# as it's scripting language.

Jamie Nicol's Bio



I am a 4th year Computer Science student with strong communication skills and a passion for security. I have previously worked at CIBC where I created automation rules for a Django-based threat monitoring system. I also created reports and user manuals for the purpose of auditing CIBC's security tools. All of these projects were done as part of an Agile team that used to JIRA to keep track of sprint goals. Outside of work and school, I have worked on multiple side projects ranging from browser games to external leaderboard systems. The majority of my side projects have been written in C# and Python, with the leaderboard system being written exclusively in Python and used API calls to collect and organize data. I believe that this experience with Python will allow me to contribute real world experience and help deliver on our team's goals.

Tools Planned:

We will use Github extensively for this project. The scrum master will be utilizing zenhub to track issues and use pull request to monitor tasks currently in progress. Communication will be done via Facebook Messenger and Slack. Slack will be mainly used to keep track of administrative and logistical tasks, to log important information that will allow ease of access. While Messenger is used for less formal communication and allows for friendly reminders and quick intercommunication. The team will open issues for tasks and assign them to specific members as required.