

SPAZIO

BIOGRAPHY

Team Members:

Mark Viola

Mike Petrella

Hyeong Ook Yu

ZiXian Chen

Michael Liu

Table of Contents

1. Introduction	1
Goals	1
Strengths	1
2. Team Members	2
Mark Viola	2
Mike Petrella	2
Hyeong Ook Yu	3
ZiXian Chen	3
Michael Liu	4

Introduction



Spazio is a team of computer science students from various backgrounds that was formed to complete the project assigned for CSCC01. Members include Mark Viola, Mike Petrella, Hyeong Ook Yu, ZiXian Chen, and Michael Liu.

Inspired by Galileo - the father of astronomy - Spazio received its name after the Italian word for "space". Similarly, the logo represents a planet orbiting a sun.



Goals

Spazio's goal is create an application that automates the synchronization between different exoplanet catalogues into OEC (Open Exoplanet Catalogue). The application should allow administrative users to approve the merging of any incoming updates as well as any corrections to the current database that have been detected. Mainly, Spazio aims to understand how software is created from the ground up by a team of people, so its members can apply this to their future prospects.

Strengths

Spazio's main strength lies in its members' strong work ethic and the culmination of their unique skills. Spazio members have worked on other projects to create Android, web, and desktop applications as well as games. All Spazio members are motivated in creating a great product and are excited at the prospects of creating this automated system.

Team Members

The following are the team members of Spazio.

Mark Viola

3rd Year Computer Science Specialist & Math Major

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GitHub: <https://github.com/markviola>

Mark Viola is a member of Team Spazio for the group project for CSCC01. He has experience in Android and web development, as well as some understanding of creating desktop apps. He has completed three Android apps (2 personal projects & 1 school project) with the “Grade Tracker” app being published on the Play Store. Additionally, Mark has recently completed a work-study position under the supervision of Peter Jurgec where he improved the functionality of a web application that helps students better understand how rule interactions work in phonology.



After feeling he has a fairly good understanding of Android development, he has recently tried to start creating desktop applications to try and expand his skillset. Mark’s latest project involves creating an app that aggregates all the movies in a user’s hard drive to be more easily displayed/rated/played. The app uses a web client to scrape data from IMDB to populate the movie information. When Mark is not doing software related activities he enjoys sports, movies, and rock climbing.

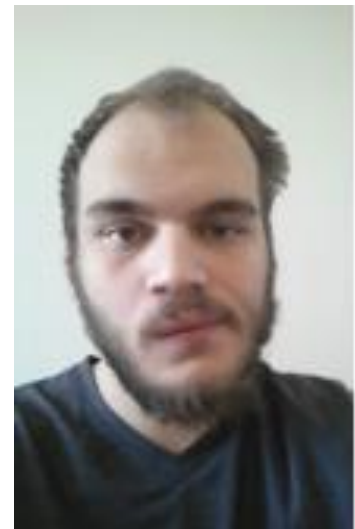
Mike Petrella

3rd Year Computer Science Major & Statistics Major

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Mike Petrella is a third year student at University of Toronto and is double majoring in statistics and computer science. He has been programming since he was in elementary school and is familiar with a variety of different programming languages (including shell script, Python, Java, C and others). He’s effective at communicating in groups and can establish clear goals for him and his teammates to follow. He’s dedicated to making sure he and his team are providing their absolute best work and strives for him and his team to create the most functional and practical application. He’s interested in pursuing a career in embedded systems and/or machine learning and hopes to start his own business one day. In his spare time, he plays the drums in metal band and occasionally makes small computer games.



Hyeong Ook, Yu

3rd Year Computer Science Specialist & Statistics Major

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Hyeong Ook, Yu is a member of Team Spazio for the group project for CSCC01. He is familiar with variety of programming language (Python, C, C#, C++, Java, Shell), as well as handling various application (SVN, Git, MySQL, Eclipse, MS Visual Studio, Mathematica, Latex, MS Office). He has completed one Android project and two C projects at school. He has a good understanding of the algorithm and does know how to implement it depends on situations.



Since, he had worked in different businesses for last 10 years (Military, Dishwasher, Housekeeper, Cook, Bartender, Security Officer, Casino Dealer, Sales), He is able to embrace new ideas and methods quickly in any circumstances.

ZiXian Chen

3rd Year Computer Science Specialist

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ZiXian Chen is a third year computer science student in the software engineering specialist stream. Ever since learning to program, he has enjoyed creating new things, solving problems, or creating automation for a repetitive task. With a passion for creating, planning, and designing different software and applications he frequently works on pet projects during his spare time, whether it is a desktop application or a new framework or is learning to create something completely new. Being proficient in many languages including, C, C++, C#, Java, JavaScript, Lua, Python and many more, he is always looking for opportunities to work with new frameworks or languages to create something new and exciting. Currently, he is working with .NET languages learning to reverse engineering various things like games or software.



Michael Liu

3rd Year Computer Science Specialist

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Michael Liu is a 3rd year software engineering student at the University of Toronto. He has been coding since the age of 15 and is proficient in Java, C, PHP, HTML, and MySQL. He has contributed in the designing and coding of many projects including a Battleships game written in Pascal, a dictionary using PHP and MySQL, and a flight booking application on Android. Michael's personal projects ranges from web-based search/indexing tools to graphical demos and games in Java. A person who enjoys trying new things and taking on new challenges as illustrated by his hobbies of playing the violin, basketball, video games, cooking, and thinking. Yes, thinking. Michael likes to think. He likes to think about ideas of creating something that people can use and enjoy. Michael's ultimate goal is to explore the full potential of software engineering and to innovate others with the power of software.

