Jason Loo

Guidelines and Reflection

**Decision Making**: The team will try to come to a consensus with any decision. If a consensus cannot be made within a reasonable timeline, then the team will approach either the sponsor or the instructor for input, then continue to try to make a decision. If no decision can still be made, then the team will approach the sponsor or instructor to make the decision with us Conflict Resolution The team will listen to all sides of the conflict and determine the issue. The issue will then be passed through the decision making guidelines, and decided upon, with a difference being that the team will only approach the instructor for input, instead of either the sponsor or instructor. The decision making will focus on the issue only, not which team members brought it up

2. I believe in terms of a strength as a team member, I am prompt and will make sure my parts of the project are completed by a specific time, and if not will notify my team in advance to plan accordingly. I also work well with my group so that is another plus. On the technical side, I can perform hardware or software tasks which allows me to be utilized anywhere in the project.

As a weakness, I find that my depth is more focused around the digital design aspect of Comp. Eng. so circuits will be the strongest suit in this project, and programming wise I know enough to get by and may need help in that aspect.

3. As a team leader, I find that I am able to divide up the work well knowing people’s strength and weakness while also contributing, on a technical level, to the project. I also like planning in advance so that works well if/when we need to pivot based on our timetable. In addition, I have experience being the main performance engineer while at Nvidia when they had a new department and they placed me in there as an intern on day 1.

As a weakness, I find that I can be stagnancy while doing a long term project, and being stuck in a certain flow then innovation becomes much harder to apply to the project. Also I think I have a tendency of needing to be liked, so a lot of times I will let others on a project have their way without any other thought.