

## Self Assessment

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My primary role in our project was as a front-end developer. I headed the UI design and mockup before transitioning to working on the actual web application interface, where I used a combination of ReactJS, HTML, and CSS to bring our vision to life. I often worked closely with my fellow group member, Emily, whose role we defined as full-stack developer, and she often handled the ReactJS side of our front-end, as she had prior experience whereas I was more

or less new to all of this. I mentioned in my fall semester self-assessment that I was excited about this project because I wanted to get experience in front-end development, and I am confident enough to say that I am fairly experienced with the languages I used here now. I have always enjoyed elements of creativity and design in my work and hobbies, so it was enjoyable to be able to incorporate that into my professional portfolio with a presentable product such as Hackademia.

At the beginning of the project, I had skills with software development and testing from previous classes and co-ops, and I do think that I applied these productively to our senior design. My software testing skills definitely took a backseat for this project, but I was still able to apply them to our test plan. While web design was a different side of software development than what I was familiar with, the principles were largely the same, and the customs and protocols that come with working with a team on a code base (especially version control via GitHub) carried over. At first, it was certainly a challenge to familiarize myself with the new syntax and intricacies of these front-end languages, especially ReactJS, I learned quickly and, with the help of my teammates, was able to create a web application with a UI we could all be proud of.