Icebreaker

**Contact Information**

Probably the fastest way to get a hold of me is to call or text. The next best way to get a hold of me is probably my school email, which I should be able to check daily. I should also be able to check messages sent through Slack with fair consistency.

**Strengths and Interests**

I have a fairly strong programming toolset, at least for someone who is finishing up their Bachelor’s, so I should be able to hold my own when working on the project this semester, even on the more complex programming problems we face. My favorite languages are C and C++ but I have a strong Java and Android background too. I have also worked with other languages like Objective-C, Haskell, Ruby, and Clojure and have done some web development. Picking up a new language or library isn’t typically too hard for me. I am also good at taking the initiative to schedule meetings, making sure work gets divided up, and other project management items as I have often led group projects in the past. I am also a big fan of Git and use it in almost all of my coding projects.

I work best when I can figure out what needs to be done in a group and then go and work on my piece by myself. Pair programming and group development are great, but I have worked well in the past when I could think about a certain problem to code and then work on it at my own time when I have time, whether that be between classes or late at night.

When programming, my interests lay in developing algorithms to solve problems. This includes A.I., path finding, working on the pixelator algorithm, or anything that lets me stretch those problem-solving muscles. I am typically more of a back-end programmer, wanting to work more on the model and controller side than on the view side (if we break things into MVC).

**Weaknesses**

I have taken the lead in most other projects, so one of my weaknesses is that I don’t always like letting other people take full leadership roles. At times I will inevitably start taking over and while I feel it is good that all of us contribute to the direction of this project, let me know if I am trying to force my way too much. I also am not as good at working synchronously on a project with other programmers, such as in pair programming; I can do it, but it isn’t my natural work flow. Furthermore, I tend to be a more structured person and it can take me a little while to get used to working in unstructured ways, if that is the way my partners are working.

Sometimes I also take a longer time to process new ideas than most people, so forgive me if this is the case; once I have some time to process, think about, and write down my ideas, I can usually catch on well from there. Also, as stated above, I like working on the backend coding problems, determining fun algorithms; working on the UI, however, is not something I excel at or am terribly interested in. I am not great at making things look beautiful in Photoshop, choosing the best color schemes, or figuring out the best placement of buttons, or the like. I can do these things if needed, but it is not my forte by any means. I also have only limited video game development in the past, so I will need to catch up on the general mechanics of game development.