

Black Box

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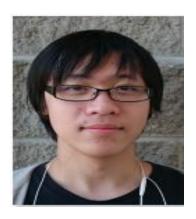
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About us



We are a team of sharp mind individuals that have a goal to ensure the clients satisfaction. This team has students ranging from 2nd to 3rd year in Computer Science and Mathematics. We all have experience in Java, Python and C and will be working effectively together to stay on the right track. Each student has their own unique background which will add flavor to the team meetings and so working on this project will be an enjoyable 10 weeks.

Hanson Chan



University of Toronto Scarborough

Undergraduate

I am currently in my third year completing my Honours Bachelor of Science degree (Computer Science, Mathematics, and Statistics), with emphasis on computer science and mathematics major. My speciality is finding and creating unique ways to complete specific required tasks efficiently by analyzing the data that best suits the course of action to take. My preferred languages are Java, C/C++, but will use other languages when necessary. I am able to work independently with teammates and proficient with teamwork and team management with keeping track of what needs to be completed by the due date. I have experience with both Back and Front end development along with system design. I have contributed and had led many team projects ranging from simple terminal tasks from games, UI and interfaces, Android development to hardware projects. I am interested in Computational Analysis, Mathematical Logic, and Graph Theory.





Hi, I'm Shevlin Bisesar a third year Computer Science student. I started learning how to code in the sixth grade but focused mostly on practical coding until I entered university which is when I started to learn about theory. My first language was Turing since it is a simple language to learn but the language that I have the most experience with is Java as I started learning that shortly after getting into Coding, and I used it all throughout high school computer science classes.

I also have quite a bit of work experience as I have done 4 semesters of coop work terms. The first work term as at Sun Life Financial where I worked as a Testing Specialist where I worked on creating software to help the testing team do their jobs easier. This consisted of having various meetings with the testing teams and then coding in C# and SQL in order to bring what they wanted to reality. Afterwards I worked at CaseWare International for 3 work terms where I coded tests in Java, worked on servers (updating and maintenance), and implemented a new database system using MS SQLServer.

My hobbies an interest include mostly playing video games and watching various shows and anime, but I also enjoy playing the guitar (along with a few other instruments, but I have the most experience with the guitar), skateboarding, and travelling. (In fact immediately before this semester started I spent 2 weeks in Japan).





Yi (Julie) Zhao Year of study: 3

Specialist Co-op Program in Computer Science – Software Engineering Stream Technical skills: Python, Java, C, MySQL, JavaScript, PHP, CSS, etc.

Experience:

Programmer Analyst at CI Financial, May 1 – August 25, 2017

- Set up and maintained database for the company using Python Django and MySQL; migrated original data from Sybase to MySQL
- Created script to auto-generate bar charts according to data stored in MS Excel file using JavaScript library D3
- Built four intranet web sites using Django Framework; used AngularJS to dynamically display financial data, which can be added, modified, or deleted by authorized users

Teaching Assistant of CSCA67 at UTSC, September 1 – Now

- Hold weekly tutorials to review materials taught in lecture; show process of solving problems to give students better understanding
- Mark weekly quizzes and exercises; answer questions from students during and after tutorial in person and via email

Usman Siddiqui



My name is Usman Siddiqui and I am a Computer Science student at the University of Toronto Scarborough campus. I am currently in my 2nd year and specializing in the software engineering stream with co-op. My first co-op work term is expected to be in summer 2018. I have great experience with Java, Python, C, HTML and CSS. I have this experience by working on personal applications, participating in hackathons and school assignments. My preferred programming language is Java as I have 5 years of programming experience in it. I have exceptional communication skills as I have volunteered in many places. One of the places I volunteered at was hack the valley. I helped setup Microsoft's booth and answered any questions they had. I ensured that hackers were following rules and regulations so they were no safety conflicts. My hobbies include learning about space, programming, building computers, watching movies and playing video games. Overall I think I will bring a great contribution to this team.

Gaganpreet Kaberwal



My name is Gaganpreet Kaberwal and I am currently in 2nd year specializing in Software Engineering under the field of computer science. Over the years, I've gained additional programming experience from multiple events like game-maker competitions, robotics and hackathons, overcoming new challenges with each one. My proficiency is in Java, C, C#, HTML, Python etc. This was gained from allowing myself to adapt my quick learning abilities and by being a team player while working on projects to deliver a successful result within a strict time period. I am able to communicate openly and prioritize tasks based on importance. Showing willingness to learn and maintaining curiosity about the advancements in my field has enabled me to stay up-to-date with the latest technologies or software. I am sure that my past experiences will allow me to accelerate the work flow of any project that I may be assigned too.

Goals & Strengths

Goals:

- Try to meet the client's needs, implementing the software according to the client's specifications. For example, the client wants to make the software for personas fitting the profile of first and second year students taking stats course with the goal of having them improve their grades and overall performance, while still have the students be engaged. Our goal in respect to that should be to create software that is effective at both getting those personas involved in using the software as well as having the software improve their knowledge
- To focus on the functionality of the software rather than the UI
- To create a solid proof of concept
- Try to achieve what's possible for us as a team

Strengths:

- Many co-op students (work experience in various areas)
- Able to prioritize what needs to be done
- On time for meetings
- Various programming languages amongst team members (python, java etc.)
- Committed to our assigned tasks
- Years of experience in front and back end coding

Communication & Version control

Communication methods:

- Facebook, Skype, Slack, in person
- Meetings:
 - importance from greatest to least: IRL > Text/Phonecall > Slack > Facebook > Skype
 - o Response Time:
 - For urgent matters (instant) Text, phone calls
 - For normal matters Email, Facebook, Slack
 - Expected Response Time for emails: 1 hour
 - For other methods the expected response time should be a few minutes.
 - Meet up time(s): Face-to-face meetings are mandatory
 - Online meetings can be adjusted
 - Meetings should be around an hour or two but can be extended if necessary
 - Prep for meetings should be done in accords to agile (3 questions)

Version Control:

- We will commit functional code
- We will branch by features
- Always commit the code ASAP when it's needed by other team members
- Commit messages must be meaningful so that the messages alone can be used to figure out what changes were made in the commit (Short description of why the commit was necessary)
- Merge feature branches into the master branch once the feature is known to be working

Division and submitting of work

Division of work:

- If a team member works on another member's code, there will be a person dedicated to keeping Git managed (Handling pull requests, checking branches, commits etc.)
- Discussed during meetings (planning/scrum)
- Smaller meetings: Recap what's happened since previous meeting (these can happen later in the week)
- Bigger meetings: Where we discuss tasks that need to be accomplished before the next meeting
- Discuss any problems that may have occurred and assist team member's in solving the problems they are facing (these can happen at the beginning of the week)
- There will be a person who has a role that deals with the management of work

Submitting work:

- Submit before the end of each week
- Whoever has the role of project manager at the time will have to review everything before submission
- Project Manager will check if everything is there and is up to date

Contingency planning

Planning:

- In circumstances such as long period of sickness, dropout, consistent team meeting misses or academically dishonest, then a team member promptly seeks help from the team TA or the instructor (It is important not to let such situations escalate)
- The team member who drops out must explain what they were doing for the project, and what they have done. They need to tell the team what needs to be done so that the remaining members can divide the work amongst each other
- If someone gets sick, we can have them give their work to another member, and once they recover, we will re-injure them by giving them more work
- If a team member is academically dishonest we will notify the TA who will then resolve the issue. If he/she is dishonest we will arrange a small meeting on what to do, and how to resolve the issue