

Andrie took on the task of making a Resident Evil 2 story for our project. He was quick and efficient and one of the first to finish. I appreciate the way he takes initiative to handle certain things without being asked, he made the draw.io while I was making the repository on git and we didn't even have to ask. Most of the time everyone just asks who's gonna do it over and over until somebody just decides to bite the bullet. With me and Andrie that wasn't a problem. He was respectful and he finished his work on time, and he was considerate of our group's time. If there's anything we all as a collective could work on, I would say its being more social with each other today (friday) we kinda started to open up and be more casual, but the previous day we kinda just worked in silence, which did lead to a little bit of confusion. But luckily we do actually work well as a team because every time we ran into a problem it was minor and didn't last long. But either way I enjoyed working with Andrie, he's chill, respectful, a helper and he's punctual with his contributions. Overall a great team member