**Evaluation of Performance**



Name: Mr. T. Bacchus

Company: ISD

CEO: Mr. B. Ryan

Due: Thursday, December 15, 2011.

**President:**

Mr. P. Charalampopoulos:

In the past, there was a breakdown of communication in the coding department. Due to the president’s effort in organizing meetings, this communication barrier is slowly dissipating. Other accomplishments include his ability to direct Mr. Menezes and myself in orienting our directions within the departments. From this, Mr. P. Charalampopoulos is characterized as a self-motivated leader, which is organized to notice problems before hand. Some minor weaknesses, however, is his incapability to follow both the information and coding departments progress concurrently, leading to a slight disadvantage at excelling in both. In general, the president is not much deserving of either praise or criticism, which is why he is given this level of rating.

**Evaluation Level: 2**

**Members of Coding Department:**

Mr. G. Bergeron:

As the newest member of this department, Mr. G. Bergeron has yet to contribute his skills into coding. However, judging on his current work ethics, he seems to be a suitable worker and willing to follow instructions. A good example of this is the modifications that he was told to work on for particular classes. According to Mr. Menezes, his performance on the information team was excellent due to his contribution to the storyline and other miscellaneous elements. Currently, the only known weaknesses are his self-doubt of abilities, and his lack of communication with others. Overall, he is neither perfect nor lousy, which is why he deserves his rating.

**Evaluation Level: 2**

Mr. C. Dela Cruz:

Mr. C. Dela Cruz is the person in charge of all visual aspects. Due to his hard work, attentiveness, communication with me, and his ability to keep on task, he without a doubt earns this rating. While at home, Mr. C. Dela Cruz researches new ways to make the user interfaces as appealing as it can get. Furthermore, he does not deal with only one GUI, but the variety that this game needs. Due to this, his communications with other workers, particularly those in the information department, is strong. A minor weakness of comprehension seems to show, but overall, he is the ideal employee to work for this department.

**Evaluation Level: 1**

Mr. A. Fusciardi:

Often working with a partner, Mr. A. Fusciardi shows a great deal of having cooperation skills. He has currently worked with Mr. P. Ryan to construct the army class, and is now working with Mr. M. Ong to create listeners for the interaction with the user interface. Some difficulties that Mr. A. Fusciardi reveals are his lack of communication and understanding of the events happening around him. There is not too much negative attributes that define him, which is why Mr. A. Fusciardi receives the rating that is given to him.

**Evaluation Level: 2**

Mr. M. Ong:

Having previously worked on a GUI class, Mr. M. Ong now is ordered to focus his efforts in support a various other members in their own tasks. Since Mr. C. Dela Cruz did not need his help, Mr. M. Ong was relocated to aid Mr. A. Fusciardi with the listeners. Due to his keen characteristic of being a compatible partner, this transition had no negative impact on the team as a whole. However, this quality is at the cost of his independence, which has a great effect on his overall work attitude. It is expected that he contributes more in areas such as communication with other members, and developing his conceptual thinking. It is due to these reasons that he gains the following rating.

**Evaluation Level: 3**

Mr. D. Pereira:

As the top logistics programmer working for this department, Mr. D. Pereira was in line to receive the rating of one. However, due to the comparison to Mr. C. Dela Cruz’s contributions and efforts, he gradually lost his opportunity. Currently, Mr. D. Pereira has invested his time in creating the classes that are handled by our collection/army class, and has aided in the creation of the map implementation. He is currently working on A.I. thinking patterns, along with making slight modification to existing code segments. While he seems to have a bountiful of strengths, Mr. D. Pereira has the weakness of working too independently. This weakness has recently become miniscule, which proves his worth in adapting to the situation.

**Evaluation Level: 2**

Mr. M. Ramos:

As another of the top programmers, Mr. M. Ramos was too in line to receive the one. His efforts were capsulated by his creations in both pseudo code and programming code. These codes manage the major movements of objects and the mutation of them during game play. As a well-directed individual, Mr. M. Ramos had little difficulty in accomplishing these tasks. However, due to his high level of independency, it is starting to become difficult to team him up with another to work on larger tasks. On the flip side, though, this leads to a faster production of code segments, but at the cost of minor misjudgements. Like Mr. D. Pereira, Mr. M. Ramos is also quite keen on improving upon his weaknesses.

**Evaluation Level: 2**

Mr. P. Ryan:

The final worker in the coding department is ranked as an ordinary employee. This is due to Mr. P. Ryan having both good and bad performances within the workings of this project. The first real task he was given was not attempted by him. This may have been my fault for not knowing his orientation is strengths. Even though he had denied it, I saw potential in him working with collections, with the association of another, such as Mr. A. Fusciardi. For this assigned task, he had accomplished it in less time than was given, showing his perseverance in a task. To the definite, however, a rating of neither one nor three was appropriate, which explains the following account.

**Evaluation Level: 2**