Portfolio

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Contents

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0.1 Introduction

Starr report

0.1.1 Hours

Cursussen

- Terraform 11,5
- React 39
- Kubernetes 14

Days worked on project:

- 21 april init
- 21 may = 6 hours (setup project)
- 22 may = 6 hours (jwt)
- 23 may = 6 hours (setup object an structure)
- 26 may = 6 hours (setup graphql frontend)
- 28 may = 6 hours (Login graphql)
- 29 may = 6 hours (Work on location product)
- 30 may = 6 hours (Docker and products)
- 1 june = 2 hours (Docker)
- 3 june = 6 hours (helm concept used in kubernets)
- 4 june = 6 hours use env vars and better jwt validation
- 6 june = 6 hours kubernetes
- 13 june = 6 Kubernetes ingress
- 14 june = 6 Mitigate trafic through frontend-proxy
- 15 june = 4 styling bugs

The hours a day are approximate. There have been days I have worked longer and days I have worked shorter.

Cursus accumilate to 64

working on project accumilate to approximate 78

Which is a total of 142 hours spend.

This number will increase with other interations on the application.

1. Communicative ability

1.1 Competence form

Explanation	You are sensitive, accessible and persuasive in your communications with various types of target groups, including clients. You consider the client's need your first priority, make clear arrangements and continuously check whether your performance has been satisfactory.
Sub-competencies	- communicating - reporting - customer focus

Proof

customer focus

Reference to evidence in the portfolio:

Name proof 1 related to "communicative ability":
Communicative ability: **1.1**

1.2 Starr : communication with client to achieve best possible product.

The proof concerns: Creating application for a client and communicating intrest.

The proof relates to: Section: 1.2.0: Communicative ability

Date proof: 20-05-2022

S

Situation:

A client for which I worked for at Basenet asked me to create a product inventaris. The client struggeld to inventory their product.
With strict ISO regulation in their sector keeping a tight inventory of products was necessary.

T

Task:

Communicate on the best flow the application should have and how it's going to be used. It needs to be as easy as possible to add en remove products in the application.
The user of the application shouldn't struggle with the usage as this will decrease the exprience of the customer.

A

Activity:

I came up with a design were the user has minimal interaction with the application.
By listening to the wishes of the client I understood the process and the workflow of the user. Based on this data I created a experiences were the user select their location and is able to interact with the application by pressing buttons.

R

Result:

By communicating with the client we achieved a exprience that is designed arround the user.

R

Reflection:

The application will begin it's first round of testing soon. With the test I expect there to be feedback.
The application is currently designed arround a process which I understood from a talk. With actual usage their could be lots of improvments to be made.

Reference:

Hille: Hille@vaccinatiepunt.nl

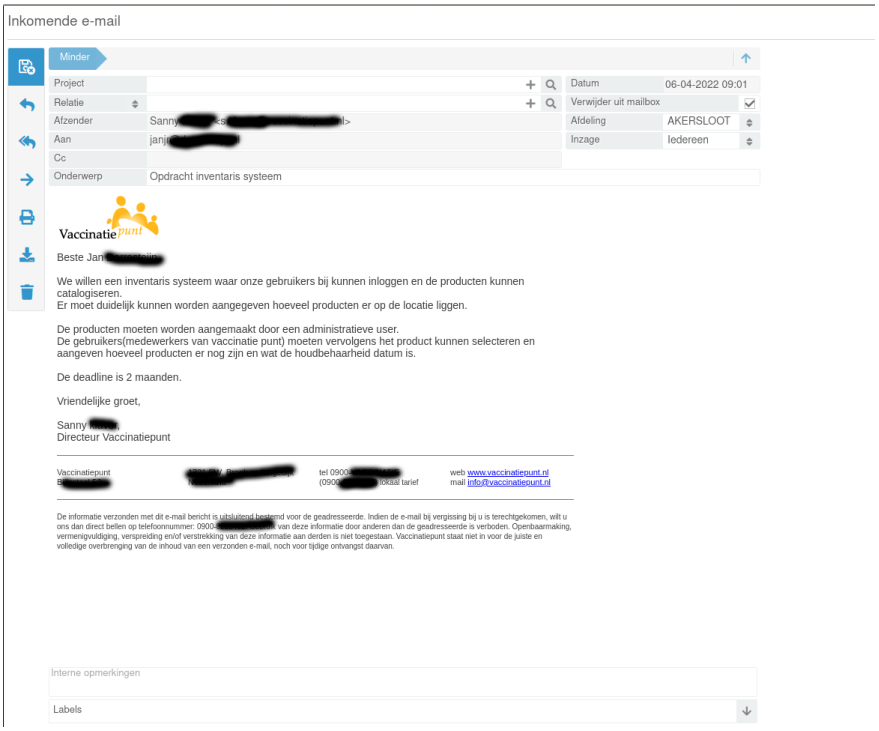

Figure 1.1: email client

2. Professional Competence

2.1 Competence form

Explanation	You have acquired knowledge and skills which are vital to your becoming an ICT professional. You are able to assess the knowledge you have gained for its relevance. You use this knowledge to make well-informed decisions on how to carry out assignments and solve the issues you may encounter in professional practice. In so doing, you work methodically, set criteria which must be met by the result, and work in accordance with professional (international) ICT standards. You have an enterprising attitude.
Sub-competencies	- methodical approach - ability to apply (scientific) knowledge and insights - providing a high-quality product/service - showing an enterprising attitude.

Proof

This competency will always be assessed, both in your final project and in your final project report.

Reference to evidence in the portfolio:

Name proof 1 related to "professional competence":
Professional Competence: **Figure 2.1**

Name proof 2 related to "professional competence":
Professional Competence: **Figure 2.2**

Name proof 3 related to "professional competence":
Professional Competence: **Figure 2.3**

2.2 Starr : Learning new skills to assisnt my current employer better.

The proof concerns: showing an enterprising attitude.

The proof relates to: Section: 2.2.0: Professional Competence

Date proof: 25-06-2022

S

Situation:

When the client for the inventory system came to me to create the application I had a choice which langauge to choose and which framework. I'm have more experience with for example with a normal old school deployment of applications. But to improve and assist my current employer more I decided to learn new skills that are activliy used at VanMoof.

T

Task:

Look which software and skills are used at VanMoof and use this assignment to learn and apply those skills.

A

Activity:

At VanMoof we currently use a lot of kubernetes, terraform and other cloud related stuff. Also as a data engineer I have to create a lot of ETL's.
There are a lot of intergrations and I looked for the most used and decidded to improve upon those skills.

R

Result:

I came to the understanding that the most essential skills that I'm currently lacking are kubernetes and terraform.
I took and finshed a cursuses about kubernetes, terraform and react and decided to use them in the application.
The result was an application build with those previouse mentioned technologies. except for terraform, I will reflect on why in the next section.

R

Reflection:

I should have done better research on the usage of the technologies. Kubernetes and react fit well with the application context.
But terraform didn't, after learning and finshing the cursus I came to a better understanding of terraform. It's not a tool to manage network infrastructures but a tool to manages cloud infrastructures. This means that it is able to create cloud instances such as databases or secrets for a big orgranisation. It translates the code to actual products and creates them. For a single application there is no need to use terraform.
I'm now however able to support VanMoof with terraform by using the knowledge learned for the cursses.

Reference:

Figure 2.1: Terraform

something

Figure 2.2: React

Figure 2.3: Kubernetes

3. Research skills

3.1 Competence form

Explanation	You have an inquisitive attitude and tend to analyse various aspects of an issue or problem from various points of view. You collate relevant information from recognised sources. You analyse this information and systematically piece it together, using this method to arrive at an opinion and a solution. You are able to use different approaches to arrive at new ideas and solutions.
Sub-competencies	- analysis and opinion forming - research - creativity

Proof

This competency will always be assessed, both in your final project and in your final project report.

Reference to evidence in the portfolio:

Name proof 1 related to "research skills":
Research skills: **git repo**

3.2 Starr : Acquiring knowlegde

The proof concerns: analysis and opinion forming, research

The proof relates to: Section: 3.2.0: Research skills

Date proof: 14-05-2022

S

Situation:

To complete The application I have studied three cursuses.

- Kubernetes
- Terraform
- React

I already have experience with spring boot but not the Graphql implementation.
I need to study the documentation to implement graphql in the backend.

T

Task:

Implement a graphql backend using spring boot.

A

Activity:

I first created a rest API. With this API I wanted to make sure the essential logic works.
When the authentication part was finished and I was able to create and login with user credentials I started working on the graphql implementation.
Graphql makes use of A completely different approach then A rest API does. I learned a lot with the React cursus where there is also a section on Graphql, but that was only the front-end implementation.
So still needed to dive into the documentation to implement the back-end in Graphql.

R

Result:

The end result is a back-end and front-end that communicate with each other by the usage of Graphql.

R

Reflection:

A rest implementation is in my opinion more straight forward. The implementation is linked based on an endpoint.
With a CRUD design the endpoint are easy to seperate and the development is straight forward.
Graphql uses schemes that are posted to the same end-point. I was quite unfamiliar with this new approach of designig a application.
The whole concept took some time to fully digest. But I think this application was an excelent learning experience with lots to still improve upon.

Reference:

The code of the application.

git repo

4. Capacity for Learning

4.1 Competence form

Explanation	You are able to reflect on your own performance and to identify your own strengths and weaknesses. You are receptive to other people's views and feedback and use them to grow as an ICT professional.
Sub-competencies	- reflection - self-management

Proof

reflection

Reference to evidence in the portfolio:

Name proof 1 related to "capacity for learning":
Capacity for Learning: **Figure 2.1 Figure 2.2 Figure 2.3**

Name proof 2 related to "capacity for learning":
Capacity for Learning: **4.1**

4.2 Starr : Apply new knowledge

The proof concerns: self-management

The proof relates to: Section: 4.2.0: Capacity for Learning

Date proof: 22-05-22

S

Situation:

It's always easy to take the easy route, use technologies which you are already familiar with. This however could lead to a stagnation in skills. I want to force myself to apply the new knowledge learned from the cursusses and build a production ready application.

T

Task:

Study the content and understand the content of the curssuses so I can apply it in a real life scenario.

A

Activity:

Study the matrial and apply it.

R

Result:

The result was a lot of trying and failing and even coming to the conclusion that some technologies aren't even able to be used(terraform). But I learned a lot and everything I learned is appliable in my current work environment.

R

Reflection:

It's not always easy to learn knew technologies when the old still suffice. But with learning the new tech I'm able to be more creative with future solutions as it unlocks a whole new stack.
For example terraform which isn't used in this application but has endless possibilities in an enterprise setting. By forcing myself to take some time an learn these new skills i'm able to fullfill my job with more expertice.

Reference:

Figure 2.1

Figure 2.2

Figure 2.3

4.3 Starr : Do it well or not at all.

The proof concerns: reflection

The proof relates to: Section: 4.3.0: Capacity for Learning

Date proof: 22-05-22

S

Situation:

I moved from Intellij to Vim for my default editor. This lead to mis configuration which then leads to redunancy or mistakes.

T

Task:

Even when switching editor still maintaine excellent code quality.

A

Activity:

With the new configuration for my Vim I skipped out on configurating lombok. Lombok is a tool that generates getters and setters.
I should have configurated my env in such a way I can still use lombok or delete the packages if i'm not going to use it.

R

Result:

I didn't reconfigure my configuration and still kept the lombok package. This lead to a bloat jar file with unnesecary packges.

R

Reflection:

The whole process of setting up vim for Java development was quit a task. For example setting it up for python is straight forward(default langauage used at VanMoof)
After a lot of tweaking I got it to work and didn't go the extra mile to achieve every feature.
I should have removed the package or configure it good so it works.

Reference:

I can provide my dotfiles or provide access to the repository. But only to a single person.
There are host configrations which I don't want on the WWW.

Will provide access if mail is provided to Vim configuration.

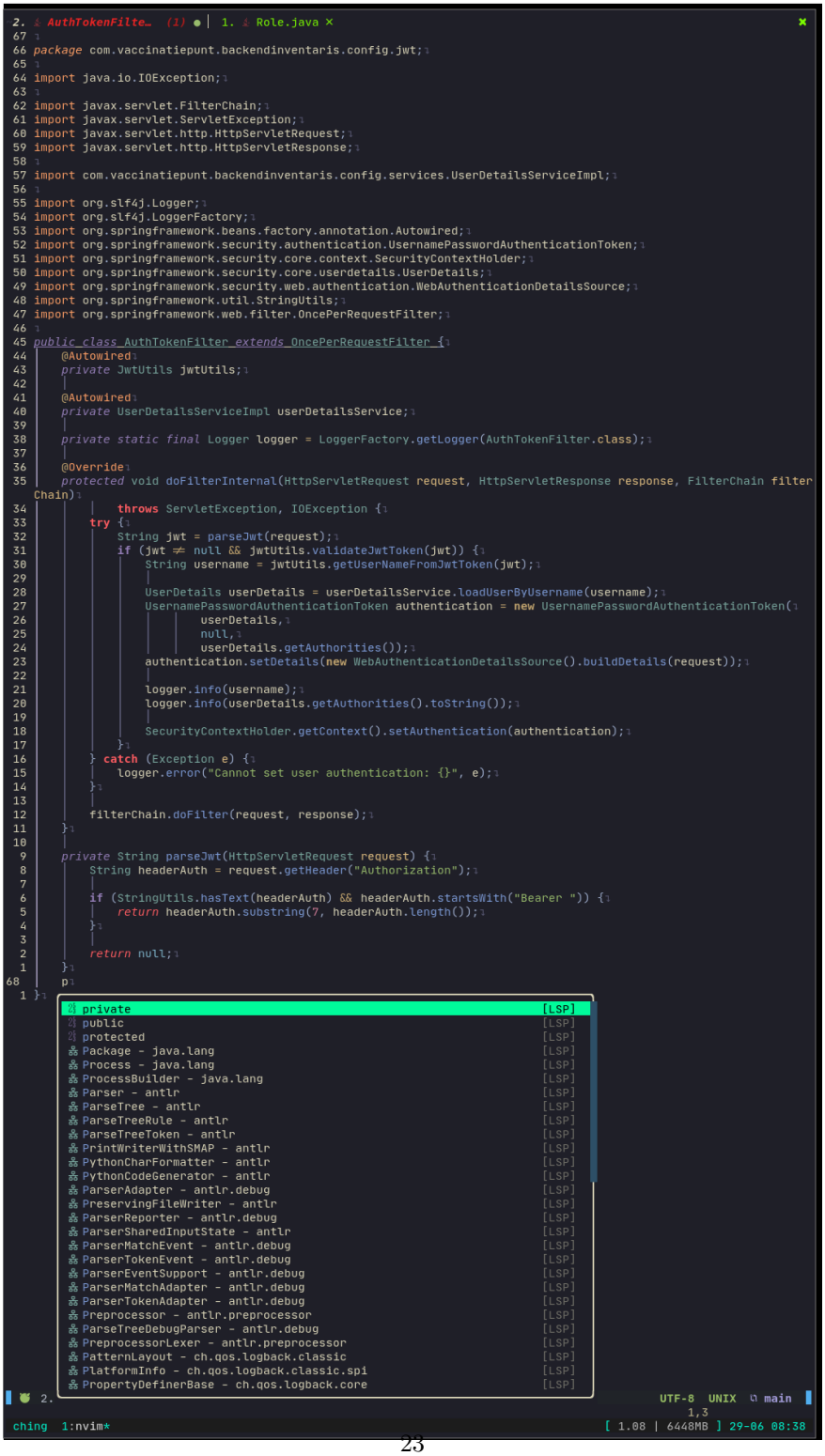

Figure 4.1: Vim editor development