

# 6.170 Project 4

PEER REVIEWS BY ANJI REN

## Dylan Joss

Thanks for being a super fun teammate to work with, and being a terrific sport about picking up parts of the project that we allocated to you because you were MIA (in beta-hell) for the first half of the project!

I could be wrong, but I sensed that (because you were busy with work, interviews, etc.) you were struggling with getting everything you needed to do for your parts of the project (user authentication, error handling) done. To be honest, it was a little frustrating when things would break because those parts were either not well tested or didn't cover all cases. That said, I think it's a huge body of work, and I think you could have spoken up earlier about it and asked for more help/direction.

## Lily Seropian

It was such a pleasure to meet and work with you Lily! You were a stellar teammate. In addition to doing your share of the work, you went above and beyond, and I think that dedication shows through in the final product we have, which relies a lot on your well-written and robust code and conventions. It was very easy to work off of code you had already written.

Furthermore, thanks for helping me out whenever I had issues or questions. Thanks for being so dependable, and both your technical prowess and flexible personality amaze me!

## Vicky Gong

This was our second time working on a technical project together and my opinion of you as a teammate has always been extremely high. What you were really good at, during this project, was having foresight in what still needed to be done, at any stage, and using that vision to drive our discussions. You had major contributions to keeping our codebase organized and helping your teammates stay on top of their tasks. Also, what was extremely beneficial to me, was your proactiveness in helping me with learning the Angular framework, and I found it especially helpful pair programming with you and being able to bounce ideas and questions off you as they came along. Thanks Vicky, for always being awesome!