

Undergraduate Competency One:

Agility and Adaptability skills

S.M.A.R.T. Goal One:

By October 31, 2018, I will develop a working routine where I will balance work, school and a regular gym schedule. I will measure my weekly habits by marking the days I have attended gym on my calendar phone application. I want to develop a habit of attending the gym at least four times a week.

S.M.A.R.T. Goal Two:

By December 21, 2018, I will be able to write specific shell scripts using classic tools such as grep, awk and sed without the need to google examples of their uses. I will achieve this by storing all the scripts I have already written on my computer and falling back on my own work before I google for a solution. I will also minimize the use of stackoverflow and other programming forums and use books to find solutions, so I can get a better picture of why I am using the specific shell tool.

Why have I selected this competency?

It is a tough shift to go from school to a work place, but being able to adapt to a new environment is an important life skill. I want to be able to adjust my life to a new setting while maintaining my work and health responsibilities. This is especially challenging in the beginning because of the stress a new job brings, so I want to develop a long lasting routine that I can continue even after my coop term is over. In addition to exercise, I want to learn new tools and techniques at my work place and make those techniques second nature. While google is always there for our use, it is important to be able to write code without the need to search for answers on programming forums. I believe this practice will make me a better programmer.

Undergraduate Competency Two:

Curiosity and Imagination

S.M.A.R.T Goal One:

By December 21, 2018, I want to develop a basic android app using Kotlin. While Java has always been my preferred language, I want to go outside of my comfort zone and take on a new language. App development is a fast paced industry where new technologies are constantly being introduced. I want overcome my fear of trying out new technologies and I will do this by simply playing around and creating something fun.

S.M.A.R.T Goal Two:

By December 21, 2018, I will attend at least one hackathon. I usually prefer working alone and on my own schedule, but obviously this is not possible when working in a large company that has hundreds of developers. I want to improve my ability to work with others on a shared schedule. I will attend at least one hackthon by the end of my coop where I will work with complete strangers and try to create a functional project.

Why have I selected this competency?

Work places don't always meet one's personal preferences. In fact, they often do not. I want to expand my zone of comfort so I can challenge myself to learn new technologies and stay updated with the technologies I already know. Furthermore, I also want to expand my comfort zone when it comes to working with other developers. Especially when it comes to working with teams for a short period of time.

Undergraduate Competency Three:

Initiative and Entrepreneurship

S.M.A.R.T Goal One:

By December 21, 2018, I will write a script that will automatically update Change Logs at my workplace. By the time I end my coop term, I want to leave behind something that will help all the developers on my team. My manager and I came up with this idea earlier in September and I would like to follow through with it by the end of my term. Currently, after completing a task, developers have to manually add their changes to a shared Change Log page. I want to write a script that will automatically retrieve their changes and add them to that page.

S.M.A.R.T Goal Two:

By May 01, 2018, I will apply for my second coop term for a digital design position. While programming is my forte, I want to experience a designing position for a large corporation and learn the do's and don'ts of design at a high level. I am a self taught artist and I have several years of experience in 2D designs. I believe that my skills can easily translate to a UI design position and I can develop interfaces for mobile apps or web pages. I also have a bit experience in 2D animation and I may be able to develop GIFs that can be used in applications with Lottie.

Why have I selected this competency?

Coop offers a great hands-on experience in technologies which can't be replicated with self projects. I want to make the most of my coop term and use my time to learn and complete task that are risky and outside my usual work agenda. I also want to learn about the process the comes before app development, which would be coming up with a design and infrastructure of the application.