# Team Members

### Ashley Finger: [phyllangela@gmail.com](mailto:phyllangela@gmail.com)

### Bai Xiong: [bai.xiong91@gmail.com](mailto:bai.xiong91@gmail.com)

### Cody Lanier: [cody.lanier9@gmail.com](mailto:cody.lanier9@gmail.com)

### Cody Prior: [hiimcodas@gmail.com](mailto:hiimcodas@gmail.com)

### Daniel Gallegos: [daniel.r.gallegos@gmail.com](mailto:daniel.r.gallegos@gmail.com)

### Michel Watson: [michelwwatson@gmail.com](mailto:michelwwatson@gmail.com)

# Team/Project Lead: Month 1: Cody Lanier

# Month 2: Ashley Finger

# Month 3: Bai Xiong

# Month 4: Michel Watson

# Month 5: Cody Prior

# Month 6: Daniel Gallegos

# Experience/History

### Ashley Finger

I started my love for computer science many years ago and started going to classes at the Jr. College near my home. I quickly got my AS in computer science using C++ and C# primarily and went on to Sacramento State University to get my Bachelors. I have been on many teams of computer scientists through school and work which have helped me grow into the great programmer that I am today. I have designed some small 3D graphics applications using OpenGL and GLSL integrated with Java as well as a 2D game using object oriented design patterns and Java Swing classes. I am very eager to learn more about any programming language.

### Bai Xiong

I started school as a computer science major and came to love it. Initially, my classes began with C++ and C. From there, I dove into learning Java from outside projects that I participated in. Through the Give Camp program, my team of four students created an android application using java for a non-profit organization, Big Brothers Big Sisters. From there, I also participated in an event called 59 Days of Code where my team used Unity3D and javascript to develop a web-based game to provide students a tool to learn more about Computer Science. Just recently, I learned HTML, PHP, and MySQL to develop a web ticket tracking system. I am a quick learner when it comes to new languages and have some experience in Unix and Assembly as well.

### Cody Lanier

After leaving the military in 2010, I decided to do something that I enjoyed and that I was really good at. Computers was that “something”. I started a small residential computer repair business and signed up for classes starting that Fall. I also took on a personal project, which was an online two player card game program, and that’s how I learned C# and .NET. I became very familiar with Java throughout my schooling, and then it was reinforced in the real world when I took an internship at Vision Service Plan Global as a developer and tester. I pick up new programming languages quickly, and consider myself to be pretty good with PHP, HTML, MYSQL, Scheme, and Prolog, to name a few. My weakness is probably in dealing with UNIX and I have not had much experience beyond the basics with C++.

### Cody Prior

I began coding in 2009 while attending Sierra College. I had always spent the majority of my time either on a computer or playing video games, so Computer Science seemed like the best fit career-wise. At Sierra, I learned the basics of both Java and C++. In 2011, I transferred to Sac State to finish my BCS. Since then, I’ve become much more adept at Java, while also picking up experience with C, PHP, MySQL, HTML, and a bit of Python.

### Daniel Gallegos

My first experience programming was when a friend convinced me to take a C++ class with them at Solano Community College. I had a blast, and that propelled me towards programming and Computer Science. I eventually ended up as an Information Systems Analyst with the State of CA, and spent time as an IT support lead with the Department of Corrections. After four years providing IT services, I realized I didn’t want to just use and support technology, but develop it also, and I embarked to finish my Bachelor’s of Science at Sac State in Computer Science. In 2013, I worked with the Department of Water Resources testing applications and writing documentation, and I now work at VSP as an Intern Developer. I have experience in languages like C, C++, Java, Visual Basic, Python, and SQL, and passing familiarity in HTML/CSS, PHP, and JavaScript. I also have experience in networking and server support with Windows and Unix-based systems.

### Michel Watson

My first experience with computer programming came in 1992 when I taught myself Qbasic by developing a text based RPG/fantasy game. I then moved to Pascal and C in high school. I began working in the IT industry in 1999 as part of a high school IT ROP program. After high school I attended Heald College in Roseville, CA to earn a degree in Computer Technology. From 2007 until 2013 I worked as a Systems Engineer / Programmer at Mitsubishi Rayon in Sacramento, CA where I developed internally facing software to automate business processes. In this role, I developed software fully through all stages of the SDLC; usually in a solo effort. Although my projects where wide ranging, I typically developed custom software to integrate high precision measurement devices with backend environments in order to facilitate data warehousing and non-interventive data acquisition. Now I work at VSP as an App Developer Intern in a continuous integration environment, developing and implementing regression tests. Moreover, I have experience with many technologies and with learning new technologies quickly to produce highly valuable software.

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# Team Guidelines (procedures, rules, and expectations)

* Rules:
  + Be polite and respectful of others.
  + When a disagreement occurs, team lead should make an executive decision.
  + Maintain communication with the team.
* Expectations:
  + Team
    - Everyone does their part. Ask for help (early) if needed.
    - Express to the team when concerns arise regarding completion of tasks.
    - Attend meetings. Notify team if situations arise.
    - All meetings have clearly defined agendas and members come prepared.
    - All members will have work completed by midnight prior to the deadline date.
  + Team Lead
    - Responsible for delegation of tasks amongst members.
    - Responsible for updating backlog of tasks.
    - Responsible for giving out deadline dates (negotiable within team).
    - Responsible for proofreading over final documents before submission.
    - Responsible for assuring the completion of documents by intended deadlines.
    - Responsible for making sure that time spent working as a group is logged in the timecard
* Procedures:
  + Document hours using designated timecard.
  + Update and document tasks on task tracking tool.
  + Update calendar using Google Calendar.
  + Keep running minutes of meetings held.
  + Main printer - Bai
    - Backup - Michel

**Ashley Finger**

phyllangela@gmail.com

**OBJECTIVE**:

I strive to always be learning more about Computer Science and to hold myself to the highest standards while I attain my goal of having a successful lifelong career as a computer scientist.

**EDUCATION:**

A.S. Computer Science, Foothill Los Altos Hills

B.S. Computer Science, CSU Sacramento (in progress)

(Expected Graduation - Fall 2014)

***Related Courses:***

|  |  |  |
| --- | --- | --- |
| Software Engineering | Computer Networks and Internets | Computer Architecture |
| Advanced Computer  Graphics  Computing Theory and Programming Languages | Algorithm Design/Analysis  Object Oriented Graphic Design | Database Management  Operating System Principles\* |
| *\*Planned for Fall 2014* |  |  |

**SKILLS:**

**Technologies:**

C++, C#, JAVA, OpenGL, JOGL, GLSL, SQL, JBehave

**Software Engineering:**

Agile Development, Scrum and KanBan Environment, Software Testing, Requirements, Design Patterns

**Software and Hardware:**

Microsoft Office, Apple OS X 10.5-10.8 (software and hardware troubleshooting), Eclipse, Rational Application Developer, Visual Studio

**WORK EXPERIENCE:**

**Application Developer Intern VSP Global** 10/13 - Present

Member of an agile team responsible for business facing product integration, behavior driven design, regression testing (design and implementation), and automation driven software tool development.

**At Home Advisor Apple Inc.** 6/13 - 10/13

Assisted customers over the phone with any hardware or software issues that came up with their Apple CPU products while documenting the process that was gone over to resolve the issue.

**Bai Xiong**

bai.xiong91@gmail.com

**OBJECTIVE**: To pursue a successful career as a Software Engineer to develop applications to meet customer specifications.

**EDUCATION:**

B.S. Computer Science, CSU Sacramento

(Expected Graduation - Fall 2014, GPA - 3.71)

***Related Courses:***

|  |  |  |
| --- | --- | --- |
| Software Engineering | Object Oriented Computer Graphics | SE Project Management |
| Software Requirements & Specifications\* | Algorithm Design/Analysis | Data Structures |
| Computer Architecture | Computer Networks and Internets\* | Advanced Database |

*\* Planned Fall 2014*

**SKILLS:**

**Technologies:**

C, C++, JAVA, HTML/CSS, PHP, MYSQL, JBehave, and others.

**Software Engineering:**

Full SDLC IEEE documentation, Agile Development, Software Testing, Requirements, Design Patterns

**WORK EXPERIENCE:**

**Application Developer Intern, VSP Global** 09/13 - Present

Part of an Agile Team, test driven development, regression testing using JBehave GUI testing, automation tool development, edit “rules” (code) to meet new requirements, documentation and analysis, development of web applications using various technologies such as GWT, servlets, and others.

**At-Home Advisor, Apple, Inc.** 06/13 - 08/13

Provided technical support and troubleshooting, exceptional customer service, and record keeping and data entry.

**Project Lead/Software Developer, CSUS Sacramento** 08/12 - 05/13

Project leader for team of four, developed a Problem Ticker System in LAMP(Linux, Apache, MYSQL, PHP) languages, created detailed HTML/PHP web pages, requirements and design documentation, serial lifecycle.

**Relocation Assistant Specialist, Balch Land Services** 05/10 - 07/12

Performed clerical duties, record keeping, and data entry, Bilingual English/Hmong translator, and also solved technical problems and troubleshooting.

**Lead Designer/Senior Developer, 59 Days of Code** 04/12 - 06/12

Helped develop a web-based game in Unity3D and JavaScript, created a tool to teach students about programming with embedded level editor, marketed game during public showcasing.

**Cody Lanier**

cody.lanier9@gmail.com

**OBJECTIVE**:

I strive to become a successful and valued software engineer, preferably in the development field of games and gaming engines of varying scale and breadth.

**EDUCATION:**

B.S. Computer Science, CSU Sacramento

Expected Graduation - Fall 2014, GPA - 3.6

A.S. Business Administration, Sierra College

A.S. Natural Sciences, Sierra College

A.S. Avionic Systems Technology, Community College of the AIr Force

***Related Courses:***

|  |  |  |
| --- | --- | --- |
| Software Engineering | Operating System Principles | Artificial Intelligence |
| Computer Architecture | Algorithm Design & Analysis | Computer Networks & Internets |
| Cryptography\* | Advanced Computer Graphics\* | Game Architecture & Design |

*\* Planned Fall 2014*

**SKILLS:**

**Technologies:**

C#, Java, PHP, JavaScript, HTML, MYSQL, JBehave, and others

**Software Engineering:**

Full SDLC IEEE documentation, Agile Development, Software Testing, Requirements, and Design Patterns

**WORK EXPERIENCE:**

**Owner/Computer Technician, Computer Solutions,** 05/2011 - present

Troubleshoot, repair, and service residential computers, printers, networks, and other devices. Migrate, rebuild, and tune up laptop/desktop computers, as well as install system hardware and software. Perform network setup and maintain system security, protection, and backup services. Provide any necessary training along with superior customer service, both in person and over the phone. Manage and deploy one employee, while simultaneously performing necessary accounting and administrative duties.

**Application Tester Intern, VSP Global,** 11/2013 - 01/2014

**Application Developer Intern, VSP Global,** 06/2013 - 08/2014

Develop and edit “rules” (code) to assist in daily migration of thousands of clients to retain data integrity across several integrated platforms and departments. Also, located, troubleshot, and repaired bugs from dozens of projects, hundreds of packages, and hundreds of thousands of lines of code. Created user stories using JBehave/Selenium for GUI testing purposes. Some JBehave/Selenium steps developed on the fly, when required, to include some composite step algorithms. Additionally, created and repaired hundreds of JUnit tests to assist in early bug detection for future releases.

**F-15/U-2 Aircraft Avionics Craftsman, United States Air Force,** 06/2004 - 06/2010

Troubleshot, isolated, and repaired broken/defective on-aircraft avionic equipment, as well as operationally verified the integrity of critical aircraft systems prior to flight. Followed system diagrams, repaired/replaced faulty wiring, diodes, switches, relays, and circuit boards. Meticulously and flawlessly documented aircraft document forms, as well as aircraft database systems, multiple times daily. Deployed twice in direct support of Operation Enduring Freedom and Operation Iraqi Freedom. Indirectly supported California wildfire and Haiti earthquake reconnaissance missions. Hand selected on multiple occasions to temporarily deploy, with aircraft, for highly desired missions and training. Dealt intimately with aircraft operators and officers throughout each day. Worked daily with electrical engineers from Lockheed Martin, Boeing Aeronautics, Raytheon, and B.A.E. Systems. Operated under extreme stress and time constraints, to include troubleshooting and repairing aircraft while engines running with pilots in seat to ensure a timely mission departure as well as avoid mission aborts. Very successfully and single-handedly led and mentored over one dozen subordinate Airmen, deployed and domestically, each with varying abilities, attitudes, and experience levels. Ensured their educational, technical, and professional growth in the aircraft avionics career field. Frequently appointed Avionics Shift Lead Technician, which entails managing 20+ Airmen during a normal work day. Assigning them duties, tasks, preventative maintenance, and repairs to ensure successful and safe daily flying mission completion of 10-14 fleet aircraft each day. Secret security clearance level with Top Secret clearance advancement upon reenlistment.

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| **Cody Prior**  hiimcodas@gmail.com  **OBJECTIVE**:  To become a successful and desirable developer in the field of either Computer Graphics or Artificial Intelligence.  **EDUCATION:**  B.S. Computer Science, CSU Sacramento (Expected Fall 2014, CSUS GPA = 3.478)  ***Related Courses:***   |  |  |  | | --- | --- | --- | | Software Engineering | Advanced Computer Graphics | Compiler Construction | | Cryptography | Object-Oriented Computer Graphics | Intelligent Systems\* | | Computer Game Architecture + Implementation\* | Computer Networks and Internets | Computer Organization |   *\* In Progress Spring 2014*  **SKILLS:**  **Technologies:**  Java, C++, C, PHP, MySQL, HTML, Python  **Software Engineering**  Full SDLC IEEE documentation, Software Testing, Requirements, Design Patterns  **PROJECT EXPERIENCE:**  **ACM International Collegiate Programming Contest:**    Worked in a 3 man team solving abstract, non-trivial programming problems in Java/C++ under time pressure. Coordinated with team to best utilize limited time and computer access.Participated for 3 semesters. In Fall 2013, placed 2nd at the CSUS local competition and qualified to represent the school at the Pacific Northwest Regional Competition.  **Advanced Computer Graphics Project:**  Developed an interactable 3D scene using OpenGL and Java. Scene implemented a variety of features including textured 3D models, 3D camera, dynamic lighting, shadows, bump mapping, tessellated terrain, and cube maps.  **Daniel Gallegos** |
| [daniel.r.gallegos@gmail.com](mailto:daniel.r.gallegos@gmail.com) |

**OBJECTIVE:** An internship or part time position in software system design and development

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| --- | --- |
| **EDUCATION:** | B.S., Computer Science, CSU Sacramento, Fall 2014 |

**RELATED COURSES:**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Software Engineering | Object Oriented Design | Comp. Systems Attacks and Countermeasures |
|  | Data Structures and Algorithms | Computer Networks | Operating System Principles |
|  | Compiler Construction | Database System Management | Cryptography Theory and Practice |

**SKILLS:**

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| **Communication/Organization/Leadership:** |
| Good writing and presentation skills, Mentoring new staff, Leading teams, Handling multiple priorities |
| **Computer Languages:** |
| C/C++,Java,MS Visual Basic, MS TSQL, Oracle PL/SQL, HTML/CSS, Python |
| **Software Engineering:** |
| Software Development Lifecycle, Project documentation, Planning work, Testing to ensure project meets requirements, UML |
| **Problem Solving:** |
| Identifying problem causes, developing effective solutions, Communicating issues and resolutions, researching solutions |
| **Software:** |
| MS Office, MS Windows, Linux, Eclipse, Visual Studio |

**WORK EXPERIENCE:**

**Intern Developer, VSP,** 01/2014 - present

Develop logical solutions to problems. Translate system requirements into program specifications. Prepare system documentation for computer operations. Assist in the development of data and process modeling to meet business requirements. Unit test and debug programs as necessary. Document the various computer systems enhancements/modifications or information retrievals/updates and update/create procedures. Interact and effectively communicate with other IT staff.

**Student Assistant, Dept of Water Resources,** 02/2013 - 01/2014

Provide support for the development of the Water Quality Continuous Monitoring System, including writing system and end-user documentation, administrating and writing queries for Oracle 11g databases, developing test scripts and documenting test results.

**Information Systems Analyst, Dept of Corrections and Rehabilitation,** 06/2009 - 02/2013

Coordinated IT support for approximately 800 users and 400 systems. Provided hardware and software support for Windows PCs, Windows servers, HP Mainframes, HP printers and scanners, Blackberry mobile devices. Analyzed and troubleshot network issues. Documented issues and escalated as necessary. Planned and coordinated resources to meet customer IT needs.

**PROJECT EXPERIENCE:**

***Object Oriented Design Project: Tank***

Designed and implemented a graphical game in Java using object oriented design patterns, MVC architecture, with GUI, sound, and 2D graphics animation programming techniques

***Cyber Defense Competition***

Lead a team to setup a heterogenous system of Windows and Linux servers utilizing Windows Active Directory for login, Apache web services, SQL databases, and an open source web application "GitLab", and secured it against attacks from an opposing team.

*Working 20 hours per week, while carrying 12 units per semester*

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**Michel Watson**

michelwwatson@gmail.com

**OBJECTIVE**: I endeavor to be a high quality software engineer, invaluable team member, and lifelong learner.

**EDUCATION:**

B.S. Computer Science, CSU Sacramento (in progress)

A.S. Computer Science, Sacramento City College

A.A.S. Computer Technology, Heald College Roseville

***Related Courses:***

|  |  |  |
| --- | --- | --- |
| Software Engineering | Software Testing / QA | SE Project Management |
| Computer Attacks and Countermeasures\* | Algorithm Design/Analysis | Data Structures |
| Computer Architecture | Computer Networks and Internets | Database Design |

*\* Planned Fall 2014*

**SKILLS:**

**Technologies:**

C/C++, C#, JAVA, PHP, Jscript, AJAX, Python, SQL, Scala, JBehave, GWT, Selenium, Sharepoint

**Software Engineering:**

Full SDLC IEEE documentation, Agile Development, Software Testing, Requirements, Design Patterns, Continuous Integration.

**WORK EXPERIENCE:**

**Application Developer Intern VSP Global** 11/13 - Present

Member of an agile team responsible for business facing product integration, behavior driven design, regression testing (design and implementation), and automation driven software tool development.

**Systems Engineer Mitsubishi Rayon** 3/07 - 11/13

Member of a small team responsible for developing and maintaining small and medium scale proprietary software systems. Solely developed multi-threaded software interface and backend for Cognex In-Sight sensor which efficiently acquired data from the sensor and manipulated embedded job information in order to dynamically reprogram the sensor, given parameters. Developed software to manipulate several flavors of databases. Also performed many IT duties.

**Project Lead CSUS Sacramento** 1/12 - 5/12

Project leader for a five person team tasked with developing a small scale enterprise resource planning program. Exhaustively elicited requirements, designed mySQL backend, implemented robust and highly usable front-end using JAVA. Utilizing a serial lifecycle, we produced high quality deliverables according to IEEE standards.

**Developer CSUS Sacramento** 9/12 - 1/13

As part of a team of three outstanding computer scientists, designed and developed a web based bulletin board system featuring unique and secure user profiles. The front-end was implemented using PHP and the backend was implemented using mySQL.