Bryan Sugimoto

Professor Buckley

CSC 191

Senior Project Experience

Throughout the development life cycle of my senior project for Dymond Technologies, communication was the most important skill that I was able to develop further. The project is currently on track to be delivered on time where the meticulous tracking of the backlog helped ensure the core deliverables were always on track to be delivered. The ability to adapt throughout the development life cycle was essential to the team staying on track for our delivery date. The two main issues that arose were getting everyone on the same page, as well as figuring out where to start with the new technologies that were required to learn. Overall the project was a good year of experience which will aid everyone in performing better in their first job after graduation.

Before the start of senior project, I had sought out numerous clients and had pitched the idea of working with a group of students from sac state. The year prior allowed me to build out my network of people to contact and allowed me to choose a project that would best be suited for completion within a years’ time. At the start of the first part of senior project I was able to facilitate the communication between the client and the team. Conveying what the client truly wanted from the team was easy but ensuring that each team member understood these requirements was not easy. The best way I found to resolve this issue was to have team members tell the team their interpretation of the requirement. This allowed other to hear each team members perspective and form a cohesive vision for the project with the president of Dymond technologies. I believe what made communication so difficult throughout the project was due to the size of the team. In future teams I believe I can help build bonds between people and aid in team cohesion. With stronger relationships between team members, it increases the likely hood of collaboration.

Adaptability is essential for finishing every project. Throughout multiple project I have worked on at my current job or clients I have gathered over the years, each project was never exactly what it was supposed to be at the start. This can be found in almost all major companies today. The initial idea is the basis for all projects but as development occurs, clients start to form a clearer picture of what they really want. The original purpose of my senior project was to gather resumes for a private contractor where a user could upload a resume. Based off of this idea it would exist as a web page with a single button where you could click it and select a file to upload it. This is a simple request but what the product owner desired changed as we continually asked questions and receive feedback throughout the development life cycle. The project grew significantly as we received feedback but were practicing continuous deployment throughout the process to allow the client to black box test the web application. This level of feedback was essential to our success as we could easily tell if we were on the right track if her clientele could easily navigate the web application successfully.

Difficulties came when each team member was merging their code with each other. What the group soon realized is that every developer has a different style and codes to a different standard. A small subset of the team has had more experience with industry standards and had to take a step back from development to educate other members to get them on the same level as the team. With all teams, the team can only be as good as its weakest member. By showing team members that help is available and not ridiculing them for it, in hindsight allowed a lot of trust to be built within the team for all members.