

It is about a self guided project from start to finish which accomplishes goals set in the beginning. While following a protocol set out by the class. This is us using the culmination of the skills we learned in college and putting it towards a goal with teammates. Not only is it about the technical aspect of the project and building a working product but even moreso about the protocol followed and the softskills of managing a project with a team of people who set forth the goals in the beginning. Essentially bootstrapping a viable product and teaching us how we would go about starting our own company / product. It pushes us in terms of technical trouble shooting, team building, architecture, feature decision, tenets, etc

By far I would say the most significant impact a class has had in terms of knowing how to go about architect a large, long term project is software engineering. SWE along with my co-ops really laid the foundation for knowing about how to document hypothetical software and determine requirements needed. I would say this is most significant because creating detailed requirements docs and making sure all team members are on the same page about what the team is building is essential to running a successful project. Without this you end up with ambiguity about who's doing what and how it will all be strung together. Classes that have provided me with the most technical knowledge has definitely been Data Structures with Charles Zimmer and Python Programming with Fred Annexstein. These classes were fundamental because the majority of them were practically code based and less theoretical. Data structures you dive headfirst into C++ architecture and how to go about organizing data. Which more or less just gives you an indepth view of the data structures that are included in high level languages. And python programming was great for its contemporariness and getting to see the full spectrum of what python is capable of.

I had five great co-op experiences that provided a rich knowledge of how projects are managed and organized in a business context. My experience with FIS gave me a good knowledge of how projects are started and also how proof of concepts are built. But what really propelled my knowledge was my time with Chamberlain Group. This company required us to not only create a product but also do a large amount of user research which I think was fundamental in my understanding of how users view products and how to adjust to their needs. Through surveys, interviews, and creating user stories. I also learned a decent amount about software engineering. I used a little bit of matlab, node.js and also android studio/Kotlin. Which were all pretty new to me to create a fullstack system from a Texas instruments device to a node server to an app. My final co-op experience did not relate to tech at all. I was a project manager for building service projects (essentially maintenance, repaving parking lots, fixing air conditioning, re-siding buildings, etc). This was relatively helpful as it helped with my business intelligence skills. I was in charge of creating RFPs (request for proposals), sending out bids to sub contractors, closeout documents and managing project progress. Not my favorite co-op but certainly useful insight to the life of a consultant company.

Since I was the member to come up with the project I think I would most aptly describe my vision for it. In terms of project I want it to be a Spotify analytics site in general. I want there to be a heavy emphasis on the user interface and experience of the site, as I think that is what

differentiates a lot of apps from each other. In a world of unoriginal and original ideas the pretty ones will come out on top, e.g. Apple. As far as functionality goes there is a lot to be developed. I break down the app into two different components. A portion that breaks down current listening history and analytics. Then another portion that uses predictive analytics and other techniques to recommend songs to users. This part has a lot to be fleshed out about it.

As far as what I want to get out of this project, I am hoping to develop a user interactive web app that provides a great experience.