

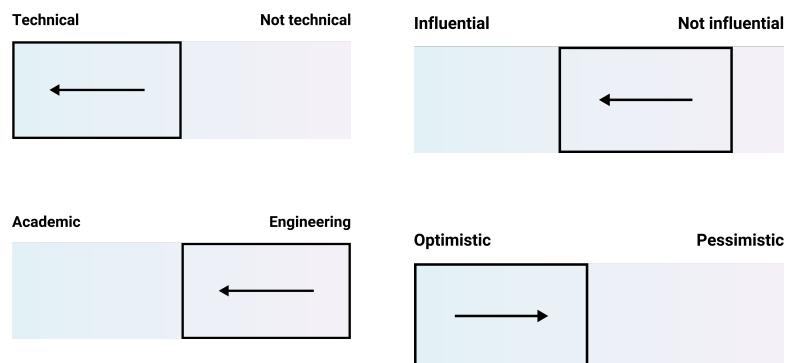
# Evan, the «App Developer»

≡ Occupation	R&D, App Developer
≡ Tagline	«What can I build with it and what are the limits?»
↗ Related to Overview (Column)	<u>This is an example user (job) story</u>
↗ Related to User Story Database (1) (Personas)	<u>As a new user I want to be able to set up a new account and receive a message that my account has been created and set up correctly.</u> , <u>As an existing user I would like to log into my account. If I am not registered or if I forget my login credentials, I would like to be registered or have my details recovered.</u> , <u>As a registered user, I would like to see my registration information and if a device is connected to my account.</u> , <u>As a new user, I would like to register my device as soon as possible to get online and start playing around with it.</u> , <u>As a new user, I would like to register my device as soon as possible to get online and start playing around with it.</u> , <u>When logging in, I would like to connect my device if needed to the platform.</u> , <u>When logging in, I would like to see the connection status of my device.</u> , <u>When my device is connected I would like to see its stats, health and be assured that it is operating correctly.</u> , <u>When the</u>

device is running I would like to know that the signal quality is good,  
and if not I'd like to know what to do to improve it.



Evan works within large and small organizations to **build engineered solutions based on a toolkit of code and hardware technologies that form the foundations of future products** with an outlook of 1-5 years. Evan works in a team or as part of a technical group and works with smart people like **Noel**. Evan doesn't have a background in neuroscience but knows about electrical signals and how to build prototypes and demos. Evan needs the approval to spend more than 500 CHF on anything. Evan helps Noel to give great presentations to stakeholders in the organization but is generally not in strategy discussion. Evan is supported in SCRUM and development tasks by colleagues in the R&D and engineering teams.



## Overview



### Our Impact

Provide easy ways to create “Wow Factor” results and set up neurotech systems. Help Evan build prototypes that show Alex what's possible and give Noel confidence in the results.



### Motivations

- Pushing the boundaries of what's possible with existing tech, till it breaks.
- Making things that work and solve problems.
- Making things that look cool and impress an audience.



### Goals

- Build things that look promising and have a visual appeal.
- Create things that are easy to set up and demonstrate.
- Create code that might be part of a paper.



### Expectations

- Things are working as expected and no undocumented bugs occur.
- Products have been tested before shipping.
- Great documentation exists to get stuff running seamlessly



### Frustrations

- Firmware updates.
- No clue what's happening.
- No documentation is available.
- Communicating development headaches to non-coders.



### Needs

- A stable signal.
- API access and documentation.
- Insights from data if possible (classifier output).
- Devices need to work.
- Indication and error messages when something doesn't work.



### Fears

- Typing a ";" instead of a ",".
- Working a month on a demo and having it fail during a presentation.

## Background

### Experience

### Tools

- Python (IDE, code from scratch)

- BSc, MSc Computer Science/Engineering
- Udacity, calls himself an autodidact
- Game engine such as Unity/Unreal
- Node with JavaScript
- C# and a bit of Rust

## Demographics

- 25 years old