

Self Assessment

CS 5003: CS Senior Design II

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In our team's senior design project LyfeOn, I was a software developer and UI designer. My responsibilities included attending weekly meetings, designing mockups of our application, dynamically adjusting components to fit our projects needs, creating and implementing a recommendation algorithm, and assisting with other developers to bring them up to speed on the application technologies. My primary development role was on the Nutrition page where I created multiple react components that depended on user data.

Throughout this year I feel like I've learned a lot about my skills and adaptability. I learned how to quickly understand and apply new technologies. I also learned how to work with a small team of developers who have different opinions on what we should apply and how to determine what was the best approach for our application. Before this project I knew how to code and manipulate a framework to give me information I wanted, but I never built something completely from scratch. It was really interesting to watch everything come together and looking back I feel like there would be even better ways to create our application.

Technical skills that I learned throughout this project was polishing my react skills, database skills, and data visualization which will help me in my future career as a software developer. Some soft skills I learned were communication with my team and trying to keep things on a schedule. Obstacles that I faced were being unfamiliar with the technologies used and task estimation but I feel like throughout time this all became easier. I also learned how to

become flexible and learn new things quickly, which became a valuable skill throughout the project as a whole.