

Self Assessment

CS 5002: CS Senior Design II

David Cao

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In the senior design project, I was the project manager/scrum master. My responsibilities included, but not limited to: organizing weekly scrum meetings, planning sprints, assigning tasks/stories to team members, assessing project progress, approving designs and pull requests. In addition, I was also a developer who was responsible for implementing the designs with code and testing/validating the code. More specifically, I worked on the app's authentication system and user profile page.

I learned a lot through this project. I applied not only the skills I learned in the classroom, but also the skills I've acquired through the co-op program. I learned how to manage a project with a small team of developers. I learned how to develop a full stack web application in a professional environment. When I first started, I did not know how to connect the front-end part of the application to the backend or how the database communicated with the app. Now I understand the complete architecture of the app and how everything is connected. The soft skills I learned will open me to management opportunities in the future for my career. The technical skills I've picked up will allow me to work on important projects as a developer/engineer. Some of my successes were establishing a clear line of communication with the team and completing project deliverables on schedule. Some of my obstacles included being unfamiliar with some of the technology/tools used in the project as well as some aspects of project planning such as task/time estimation. In the end, I was a fast learner and was able to pick up/learn the new tools very quickly. In addition, the team was very flexible and was able to adapt to change.