**Group 1 Self Evaluation**

Darren Ross

* **Strengths (including courses you have excelled in)**
  + Web Applications (Dev Web Apps), Backend Databases (NoSQL & SQL Database Systems), Mobile Applications (iOS, Android), Java (Programming II & Data Structures), Python
* **Areas of improvement: what topics do you feel least comfortable with?**
  + Algorithms, Cybersecurity, Flowcharts
* **Areas of interest**
  + IoT Devices, AI,
* **External experience and skills (languages or frameworks not taught at Northwest, etc.)**
  + React, ServiceNow (PM software), Intune (Management Software)

Manikala Chevitipalli

* **Strengths (including courses you have excelled in)**
* Databases (SQL MongoDB), Object oriented programing language, Developing web applications using JavaScript, html and CSS.
* **Areas of improvement: what topics do you feel least comfortable with?**
* Mobile application (IOS)
* **Areas of interest**
* Data structures, AI and web technologies
* **External experience and skills (languages or frameworks not taught at Northwest, etc.)**
* Python and react

Sai Achyuth Konda

* **Strengths (including courses you have excelled in)**
* java, SQL, HTML, CSS, DBMS, Data Visualization
* **Areas of improvement: what topics do you feel least comfortable with?**
* IOS, Data Structures, Android
* **Areas of interest**
* Cloud Computing, AI.
* **External experience and skills (languages or frameworks not taught at Northwest, etc.)**
* Performance Testing Tools (Load Runner, Akamai), Pinpoint, Graphana, Jenkins, Dynatrace, Business Analysis (B2B, B2C), Python, C, C++, Unix Shell Programming, IOT Devices.
* Member name: Anthony Jack
* **Strengths (including courses you have excelled in):** I’m good with Front-end development, Mobile development (iOS & Android), Game development, Theory and Imp.
* **Areas of improvement: what topics do you feel least comfortable with?**

SQL/ Backend Development, APIs/webservers

* **Areas of interest**

Game development and design, Artificial Intelligence

* **External experience and skills (languages or frameworks not taught at Northwest, etc)**

Unity game engine, Unreal engine 4 & 5, Virtual Reality, Augmented reality