Deliverable 1:

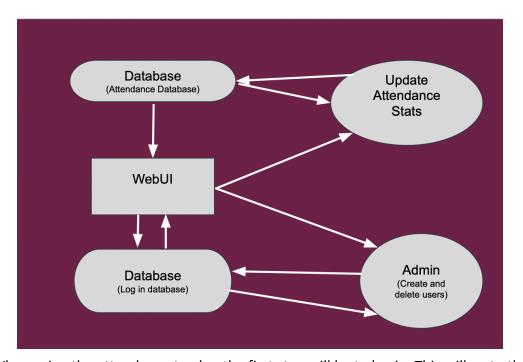
Team Description:

Team 3 comprises Josue Camilo, Danielle Rivas, Kyara Scott, Long Vu, and Jackson Wertz. Members of this team are either Juniors or Seniors in computer science, therefore have 3 to 4 years of experience in academic programming. Each member has a various level of experience and comfort in different programming languages(Listed Below). We hope each member will be able to bring their skills to the table to help this project succeed. Along with each team member listed, we have included their resumes.

Each team member and their skills:
Josue Camilo - JAVA, C, C++(limited)
Danille Rivas - JAVA, RUST(limited), and ML
Kyara Scott - JAVA, Python(limited), C, and ML
Long Vu - Python, Javascript, and JAVA
Jackson Wertz - JAVA, C#, ML, and Python(limited)

Chapter 1:

For this project our team's idea is to make an Attendance tracker. Our Vision is for the admin to be able to create a profile for each user, which can be logged into by the user using a username and password. (The admin creates the username and password. They also have the ability to add new users). Then the user will be able to log in everyday and mark their attendance. When the user logs in, their username, time-in, time-out, and date are saved to a database. Users should be able to view their times-in, times-out, attendance percentage when logging in (The admin will also have access to this information). This database will be connected to a cloud service. Through this, the admin can view the calculation of the attendance of each user. Users are not allowed to sign in as someone else, each user will have their own login information.



When using the attendance tracker the first step will be to log in. This will go to the log in database and if the username and password matches to one found in the database it will allow the user to enter the attendance tracker. At this point it will display the attendance data that is available to the student/professor. As stated previously the admin(professor) will be able to see all users' attendance as well as be able to create and delete users from the log in database. The final part of this project is updating the attendance. The user will be able to "check in" and "check out" of class. By doing so the information will be sent to update attendance stats (as well as the data already in the database) in order to update the attendance statistics. Once these new statistics are created they will be sent to the database to be stored and displayed to the user.

Chapter 2:

The front end of the project or **Webui**, will be what the user sees when they are logging in and after they have logged in. This will prompt for their username and password. (A bad user name or password screen will pop up if a bad entry is entered?) After logging in, there will be a button/buttons to push for logging in and logging out. The user will also be able to see their previous entries on another page, as well as all of their classes. This will be written in JavaScript. The time in/out, date, and username/password for each user will be stored in the **Databases**, which will be connected to a **cloud service**. As of right now we are thinking of using mySQL for the databases. In the Backend, the admin will have access to every user's information, the user's calculated attendance score, and have the ability to create or delete new users. Whereas the users can only view their own information without the ability to add or create new users. For the backend we plan to implement this using Python as of right now.

JOSUE CAMILO

West Reading, PA josuecamilo98@gmail.com |

EDUCATION:

West Chester University

West Chester, PA

College of the Sciences and Mathematics | Bachelor of Science in Computer Science Graduation: December 2022

Computer Security Certificate

RELEVANT COURSES:

CSC 141: Computer Science III CSC 241: Computer Science III

CSC 142: Computer Science II CSC 241: Data Structures and Algorithms CSC 220: Foundations of Computer Science CSC 301: Computer Security & Ethics

CSC 231: Computer Systems

Reading Area Community College

Reading, PA

August 2017 – December 2019

RELEVANT COURSES:

IFT 100: Intro to Information Technology NET 100: Computer Networking

PRG 100: Intro to Computer Programming (C++) CSC 241: Data Structures and Algorithms

WEB 100: Web Design I-HTML PRG 260: Database Systems

SKILLS:

Languages: Java, C, C++

Technologies: Eclipse, NetBeans, Visual Studio, GitHub, Linux, SPSS, Microsoft Office

PROFESSIONAL EXPERIENCE:

University Student Housing

Front Desk Assistant January 2022- present

• Support the USH staff by effectively and efficiently performing administrative responsibilities as assigned.

• Managed package intake and distribution to residents, while also ensuring resident safety and security at all times.

• Assisted in opening and closing the building.

Make the Road Pennsylvania

West Reading, PA

West Chester, PA

Development & Communications Associate

May 2020 – January 2021

• Assisted with fundraising events, social media, digital organizing, and data maintenance during election season.

GIANT Food Market

West Lawn, PA

Grocery Associate

July 2018 – January 2020

Answered questions related to merchandise. Applied customer service skills during customer assistance.

• Received, opened, unpacked and issued sales floor merchandise.

EXTRACURRICULARS:

Cybersecurity Club

West Chester University

Member

September 2021 - Present

Learned common industry tools to utilize in the field (e.g., Wireshark, VeraCrypt, and Kali Linux).

• Honed in on cyber security discussions and related events associated with the future of the industry.

Danielle Rivas

3412 Portland Drive

Whitehall, Pennsylvania 18052

daniellejrivas@gmail.com • 610-554-9159 (mobile)

EDUCATION:

West Chester University of Pennsylvania, West Chester, Pennsylvania

Bachelor of Science in Computer Science

Minor in Applied Statistics
Computer Security Certificate

GPA 3.72/4.0

West Chester University of Pennsylvania, West Chester, Pennsylvania

Masters of Science in Computer Science

GPA 3.65/4.0

RELEVANT COURSES:

Operating Systems

 Data Communications and Networking

Data Structures and Algorithms

Computer Security I

 Foundations of Computer Science

 Software Engineering Computer Systems

Software Security

Discrete Mathematics

Expected graduation date: May 2022

Expected graduation date: May 2023

TECHNICAL SKILLS:

JAVA, Swift, React, OCaml

HTML/CSS

• Python, C, Rust (beginner)

NetBeans, VS

Xcode

GitHub

React

Microsoft Word and PowerPoint

Terminal- Linux

EXPERIENCE:

West Chester University, West Chester, PA Recreation Attendant

August2021- Present

Ensure that patrons are aware of and following the safety policies of the building

Communicate between coworkers as well as patrons

Collaborate with small and large groups of coworkers for training and shifts

Giant Food Stores, Allentown, PA

Customer Service Associate

May 2020 - Present

Build customer and employee connections to ensure that everyone feels welcome

Work as a second in command to the front end supervisor

Actively follows policies and procedures to prevent fraud

Navigate multiple tasks at once in a fast pace environment

Whitehall Township, Whitehall, PA

Camp Counselor

June 2019 -August 2019

Cared for elementary aged children in a fast pace environment

• Communicated regularly between coworkers, supervisors, children, and parents

• Ensured a safe and fun environment was maintained at all times

Engaged in teamwork between coworkers.

LEADERSHIP:

Women in Computer Science Club Hands Helping Paws

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Vice President Volunteer Coordinator May 2020- Present May 2020 - Present

VOLUNTEER EXPERIENCE:

Brandywine Valley SPCA, West Chester, PA

• The Sanctuary at Haafsville, Breinigsville, PA

SkillsUSA Council, Allentown, PA

Dakota Galusha Memorial Fund, Northampton, PA

Kyara Scott

scottkyara77@gmail.com · 610-308-4153 (mobile)

Current Address:

512 Hamilton St

Norristown, Pennsylvania 19401

Objective: Seeking employment where I may not only use my skills in Computer Science and leadership to help the company grow, but to further my skills and experience.

EDUCATION:

West Chester University of Pennsylvania, West Chester, Pennsylvania Expected graduation date: May 2022
Bachelor of Science in Computer Science
Cybersecurity Certificate
Minor in Japanese and Chinese (Mandarin)
GPA 3.69/4.0

RELEVANT COURSES:

Object Oriented Programming
 Computer Security I & II
 Software Security
 Software Engineering
 Computer Systems
 Modern Malware Analysis
 Discrete Mathematics

TECHNICAL/NON-TECHNICAL SKILLS:

Proficient in Japanese and Chinese
 Netbeans, Eclipse, VS
 GDB

Agile and Scrum
 GitHub and Bitbucket
 Jira, Confluence, Jenkins

· C, JAVA, Python, ML, Assembly · Linux and Centos · WireShark

PROJECTS:

Tools for L3Harris Technologies Software Engineer Intern June 2021- August 2021

Collaborated with a team of engineers to build a tool for L3Harris Technologies to analyze their Aviation systems.
 JAVA Video Game
 Head Programmer
 August 2019-August 2019

• Designed a Java video game which required the player to move around and collect coins.• Prepared a video presentation which explained the purpose of the code and how our game ran.

EXPERIENCE:

L3Harris Technologies, Herndon VA Software Engineer Intern June 2021 - August 2021

- Intern for two FAA NextGen Airspace Modernization Programs where I developed applications in C to characterize system performance by analyzing air-traffic and weather data and troubleshooting for missed uplinks between ground stations and ADS-B equipped aircraft.
- $\boldsymbol{\cdot}$ Collaborated with a small team to plan sprints and assign tasks to each member.

Weis Markets, East Norriton, PA Sales Associate May 2020 - January 2021

- Advising the best and most fresh products to customers to ensure a quality sell.
- · Ensuring freshness of product by checking their date of and donating extra products to charity.
- Organizing the next day's layout needed: preparing the breads for baking in the morning.

LEADERSHIP:

Asian Student Association Vice President May 2019 – May 2021

- · Recruit members into the club and survey their interest in club activities.
- · Coordinated a trip to New York city which involved 30 students.

· Manage the club when the president is unable to.

Japanese Club Treasurer May 2020 – May 2022

- Responsible for organizing and financing events for the club
- · Manage the club's finances to make sure we never went over budget on purchases

ACTIVITIES/AWARDS:

Awarded Board of Governors Scholarship
 Japanese Tutor
 Recipient
 Tutor
 March 2018– Present
 September 2021- Present

Long Vu

https://github.com/vulongm https://www.linkedin.com/in/vulongm

Education

West Chester University of Pennsylvania | West Chester, PA GPA 3.47/4.0

Degree: Bachelors of Science in Computer Science August 2019 - May 2022

Minor: Geographic Information Systems (GIS)

Certificate: Computer Security

Completed Courses: Data Structures & Algorithms, Computer Security & Ethics, Data Communications and Networking, Introduction to GIS, Computer Security, Software Engineering, Programming Language Concepts/Paradigm

Skills

Languages: JavaScript, Python, Java

Technologies: React.js, Node.js, Django, Git, Linux, Docker, REST APIs, GraphQL,

PostgreSQL, ArcGIS

Experience

Lionbridge Technologies

Desktop & Mobile Search Reviewer

February 2019 - July 2019

 Worked remotely to evaluate product quality and online search results in order to improve their content and quality by providing more relevant and interesting results to end users in the United States

Projects

Recipe Card

December 2021 - Present

- Created a frontend recipe listing site using React.js with Redux, JSX, and CSS allowing users to create new recipes and share them with others
- Built a backend server using Python, Django, and PostgreSQL to store user and recipe information

Involvement

Cybersecurity Club | West Chester University

Member

February 2021 - Present

- Learning about common industry tools like Wireshark, VeraCrypt, and Kali Linux
- Discussion of cybersecurity related topics with other club members including current events

Computer Science Club | West Chester University

Member

August 2019 - Present

- Hosted workshop on GitHub and git commands for various operations such as creating a new repository, pull requests, commits, and branches
- Learning about various practices such as unit testing in the industry from guest speakers and other students

Jackson Wertz

25 Krauser Road | Downingtown, PA | 19335 | (484) 340 7764 | jackson.wertz1205@gmail.com

Motivated student who demonstrates a strong work ethic and excellent problem-solving skills. Seeking to apply my experience and passion for software development at a summer internship where I can grow as a person, learn more about the industry, and create an ever-lasting impact that is greater beyond myself.

Education

West Chester University | 2019 – 2023 Bachelor of Science in Computer Science | West Chester, PA Certificate: NSA/ABET Computer Security Certificate Dean's List: Fall 2020, Spring 202

Relevant Coursework:

- CSC 141-240: Computer Science 1-3
- CSC 231: Computer Systems
- CSC 241: Data Structures and Algorithms
- CSC 335: Data Communications and Networking
- CSC 345: Programing Languages
- CSC 402: Software Engineering
- CSC 472: Software Security

Skill Summary

Programming Languages: Java, C#, C, Python, Ocaml

Technical: Github, Windows, Terminal, Computer Building, Maintenance, Troubleshooting, UML, virtualization platforms (VirtualBox), Understanding of basic network protocols, and Unity Game Development Software

Previous Work Experience

Giant Food Stores: Front End Cashier | Summer 2021 - Still Employed

Technical: Learned how to work as a team and solve problems, while also delivering optimal customer service in a fast paced environment.

Personal Projects

Text-Based Blackjack Game | 2018 | Coded in Java

- Inspired by Fallout: New Vegas's Blackjack Table
- Used Advanced Object-Oriented Programing and Data Structures to simulate a deck of cards being shuffled and drawn from

Simple Legend of Zelda | 2019 | Coded in C#

- Simple Game created with Unity Game Development Software
- Used C# scripts and Unity Engine, including hitboxes, collision triggers, and physics, to make a simple multilevel *Legends of Zelda* game