1. What did you learn, both technically, and in terms of teamwork/agile skills?

Technical wise, I’ve learned so much yet it never ends. Every time I thought I know something, couple days later someone or something will challenge my belief again. In terms of teamwork/agile skills, some of the most important things I’ve learned are team building and communication. I’ve worked in a team where everyone share their work equally, I’ve work in one where I coded more than 70% of the project, and I’ve worked in a team where each person function as parts of a well-oiled machine. These dynamics provided me with invaluable insights on handling the “human” portion of the project. I’ve also learned that Agile is a wonderful methodology, assuming everyone commits to it. It is hard to have a team like that in Education environment where so little risks and rewards involve.

Working with Jeff and Kevin have been the most wonderful team for me. We all have roles that we’re comfortable with and we were all comfortable with each other. I hope all the teams I have in the future will be similar to this one.

1. What were the most significant challenges you faced, and how did you overcome them?

I started this degree with little to none experience in Software Development, and an Associate in Art. I have a son I have to take care of with no family or friends around to help. I had a three years old relationship with ups and downs to worry about. I had countless sleepless nights, caffeine, and cigarettes that I’ve smoked through. Since Java 2, all I do every day is look at myself in the mirror and tell myself to fake it till I make it, every single day, every single test and exam. I don’t know how, but I made it, and I’m in love with everything.

1. What do you feel were your most significant contributions to your team project?

I pride myself in my ability to pay attention to small details, observation skill, and desire to compete. I’ve always been the front-end guy in all projects I’ve worked with although I love working back-end as well and not that crazy about front-end. I understand as developers we want to get things done and working, but for me, I also want what I’ve made to reflect who I am and values of my client.

Due to my observation skills, I’ve also been able to provide realistic feedbacks on teammates and project. Teammate feedback is something I’ve seen a lot of people shine away from, but I value the overall goal and improving the team more than fake being nice to each other and complain behind their back.