



**PANDAS OVERFLOW**

# **CSCD01 Group Project**

Deliverable 1

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# Team Introduction

Our team name is **Pandas Overflow** and we will be working on contributing to **Pandas**.

## Team Biographies

Christina Ma



I'm a computer science student at UTSC enrolled in the Software Engineering stream. I have a strong knowledge in a variety of programming languages and engineering concepts. I've interned at a couple mid-size companies and was able to work closely with developers and analyst to resolve blockers and ensure the product is meeting expectation.

I believe I'm flexible and adaptable, which is important as things can easily evolve and change overtime. I plan ahead to ensure I've allotted myself sufficient time in order to meet deadlines.

Zhiqi Chen



I'm Zhiqi but most people call me Jackie. I'm currently a 4th year as a Specialist in Software Engineering at UTSC. I have experience working with Frontend development as a web developer in PSPC for 8 months using Typescript, html, CSS and the TinyMCE Library.

I also know languages like Java, JavaScript, Python, C. Experiences with frameworks like Tailwind, Vue, MongoDB. My interest in the future lies in machine learning and full-stack development. Computer science is not only my career, it is a passion that I love; and I'm always eager to learn more about what I don't know and discover what is new in the field.

Anika Sultana



I am currently a third year Computer Science student at UTSC who really likes watching horror movies, Bob's Burger and reading in my "spare" time.

Previously I have worked for HubSpot as SWE co-op and Xtiva Financial Systems as a Scala Developer.

Through my internships, personal projects and academia, I have learnt how to effectively use Python, Java and C to write algorithms. I have used frameworks like Django, Flask, Dropwizard, Spring Boot and Play and databases like MySQL, Postgres and MongoDB to create applications.

Gabriela Esquivel Gaghi



I'm Gabriela but you should call me Gabe. I'm a fourth year Computer Science student in the Software Engineering stream at UTSC. My focus is frontend development, though I also enjoy working on the backend.

I have gained experience in many programming languages from my internship, as well as academic and personal projects, such as C, Python, Java, and JavaScript. Additionally, I've worked with MongoDB, MySQL, and GraphQL databases, among others.

Arthur Lu



I'm a fourth-year CS student at UTSC in the Software Engineering stream, experienced with languages like C, C#, Java, and Python. I have experience working in both frontend and backend development in the industry, though I prefer working in backend.

I have experience in developing software from several co-op terms in both high school and university, often working with databases. I am capable in both SQL and many NoSQL database languages, and I am always eager to learn more.

Man Hei Ho



I am a Computer Science and Software Engineering student at UTSC. I have completed a year-long co-op program at an early-stage startup as a software engineering intern, where I developed my technical abilities and gained practical experience working on various projects alongside industry professionals.

Currently, I am serving as a teaching assistant for an upper year course on operating systems at UTSC, where I teach a class of thirty students and provide weekly support and mentoring during office hours.

Hyun Woo Shin



I am a fourth-year Computer Science and Statistics student at the University of Toronto Scarborough. I am always excited with working with different technologies and my specific areas of interest include web development, AI/ML and blockchain technology.

I've done several team projects using React, Node.js, PostgreSQL, and NoSQL DB to build different web apps. Also, I worked on several personal projects in Python and Kotlin. I am currently working on developing dApps in Ethereum using Solidity and frontend web frameworks.

# Team Agreement

## Methods of Communication

The primary method of communication will be the “D01 Group” Discord Server. If an emergency ever arises team members may be contacted via phone call.

## Communication Response Time

All team members are responsible for responding within 24 hours of the time the message was sent. Furthermore, it is the responsibility of each individual to remain up to date on all communication platforms. If an emergency occurs, the response period may be extended for that individual.

## Meetings

All team members are responsible for attending the mandatory standup meeting at the following time:

- Weekly meeting on Wednesday at 7:30 PM.
- Before a deliverable is due

The standup meeting will be conducted on the team Discord server. Additional meetings can be scheduled between team members as required. Prior notice should be given if a member will be late or unable to attend the meeting.

## Version Control

The GitFlow workflow will be followed. The master branch will have production level code and a develop branch will contain features pending development. A branch will be dedicated toward each task.

Before merging the feature with the develop or master branch the feature must be fully tested. Furthermore, a code review with a minimum of one team member and a feature review on selected tasks must occur before merging. The feature review must be approved by all team members.

## Division of Work

Planning meetings will be used to divide work among team members. During planning meetings, the team will create tasks and divide the tasks fairly based on the evaluation of complexity, difficulty, and time required. Every team member will be required to complete a fair number of tasks; members can choose to take on more tasks, but it will still be considered as equal contributions.

## Submitting Assignment

The team will aim to merge all completed tasks 24 hours before the due date. The final 24 hours will be used to fix any surprise bugs as well as prepare for demos.

## Contingency planning

Cases of consistently failing to complete assigned stories, consistently missing mandatory meetings, consistently failing to respond in a timely manner (see Communication Response Time section), academic dishonesty, and any sort of inappropriate behaviour will be reported to the teaching staff.

If a team member intends to drop the course, they must give as much notice as possible to allow the team to restructure and reassess the deliverables.



# Team Members' Information

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