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## Written Interview

When I heard we were having Ironhacks, I kinda knew what to expect, almost all of my friends took part in the contest last semester so I was familiar with the nature of the problem and how the phases worked, but what really moved me to work on this iteration of the contest was last semester's Award ceremony, one of my close friends won the Winning Spirit prize and to be honest, I didn't knew all the benefits of doing good at that contest so that day when I walked out of that auditorium, I felt inspired. I never did it for the money, I did it because winning this contest is my ticket to a whole new future, and I wanted to win really bad.

I started Codecademy's tutorials in HTML, CSS and Javascript before the contest was announced, my classmates knew my knowledge of this topics was non existent at the moment and they suggested these courses as a good source to begin with. When the preparation phase began, I used the material in the repository to fill some gaps, especially with the Jquery part, the tutorials were really helpful.

There were some sections I didn't study enough in the training phase, but later I would do it to solve things "on the fly", and that worked for me. Now, the training sessions you guys did with Alejandro, they were great, my schedule didn't allow me to be there, but Alejandro recorded everything and posted it on the repository, those sessions were vital for me to understand things like the use of Google Maps API and the use of Javascript to get the information from the datasets.

When the task was revealed, I knew what to expect as I said before, and the problem on this iteration was similar to the one on the last, so understanding the problem wasn't a big deal, but managing my time to work on the problem it was, a lot of assignments from other classes and projects too, because of this I focused on the basics on the first iteration, having a clear description of my app, the name of it and the working map with the beginning point set.

Like I just said, time was something I didn't had, because of this, my first iteration was done on one session with help of the videos Alejandro posted. When the results were given, I was surprised to see a lot of people that didn't submit anything at all, I hoped this would be something temporary but I was wrong, anyway, I didn't checked any code of other competitors until the last phases of the contest, I wanted to make everything by myself, what I did checked was how the app looked, that was the only thing.

On the next iterations I realized some people had more experience than i did, so I focused on giving myself more time to try the things I wanted to implement, I would work on any gap I had on my day to do some research and when I got home at night, I would experiment on the research I had done prior, and when something worked the way I liked it, I refactored the code, add some comments and paste it on my "final version" file. It took a lot of trying and help from forums like StackOverflow and Github, the forum from the Ironhacks page wasn't so helpful for me, so I didn't check it that much.

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I personally think my best phase was the fourth one, I focused on adding things others didn't had and got a really high score on novelty points on that stage. I improved because my work methodology changed, I would use the first two or three days to do research and testing and the last days before the deadline, I would refactor the code and polish the things I could; also dividing objectives into smaller tasks helped me to stay focused and keep a constant workflow. At the end, I put everything in a nice-looking interface and the rest is history.

At the end, everything worked for me well, but if I could start all over again, I would have applied the work methodology developed in the last stages to the whole project, and also devote a part of the day to test the app with different browsers and see everything works just the way I want.

In the future I hope to improve my app, make it in a responsive design so it works in desktops and smartphones, also explore more about geo files and google maps, in my research period I saw some useful applications in data representation, and maybe learn how to show content of different websites in my page for additional information.

Finally, I would like to thank you, people of Purdue for making this experience, I enjoyed it so much and also learned a lot, I hope to hear from you in the future and please, keep doing this contest, it was an amazing experience.

Thank you.