

CSC 190

Spring 2013

Team Sierra

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Joubin Jabbari

Kyle Matz

Mike McParland

Scott Livingston

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Project Charter

Tuesday March 19th, 2013

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1. INTRODUCTION

This is the Project Charter document for the “Salon Scheduling System” project sponsored by Dragonfly Salon and Boutique. This project is being undertaken by the “Team Sierra” development team. The team is comprised of undergraduate students majoring in Computer Science at California State University, Sacramento. The team members are enrolled in a two-semester senior project course required of all undergraduate majors. Successful delivery of the desired software product will fulfill the senior project requirement for the student team members.

PROJECT SPONSOR

Contact Person's Name: Alayna and Lisa Sigurdson

Title: Owners and Hair Stylists

Organization Name: Dragonfly Salon and Boutique

Contact information: Alayna.Sigurdson@gmail.com

DEVELOPMENT TEAM:

“Team Sierra”:

- Alex Chernyak
- Joubin Jabbari
- Kyle Matz
- Mike McParland
- Scott Livingston
- Serge Lysak

Team Contact Info: TeamSierra@googlegroups.com

1.1 Purpose

The purpose of this document is to create a mutual understanding between the team and the sponsor of what is expected over the course of the project.

1.2 Scope

This document will introduce reader to the project sponsor, a brief description of the sponsor's business, the value a sponsor expects that the software will provide, vision and the goal of the project. The document will also contain management proposal and the conditions and comments that describe the limiting conditions and disclaimers. The scope of this document will not cover a complete set of agreed upon requirements.

1.3 Definitions, Acronyms and Abbreviations

1.3.1 Definitions

- Source Code - A collection of computer instructions written in human-readable computer language.
- Executable Code - The form of the software that can be ran on the computer.
- Project Abstract - Provides information regarding our sponsor and their operation as well as the initial concept of the software system.
- Project Charter - Provides a detailed approach to the project.
- Project Documentation - Includes all of the following documents that will be created for the software system over the course of the project.
- Project Management Plan - Provides detailed information on how the project will be managed and resources will be obtained.
- Software Requirements Specifications - Describe the behavior, scope and dependencies of the system to be developed. Provide explanation on how it will be used.
- Software Design Specification - Provides a high level view of the design and interfaces that the project is based on.
- System Test Specification - Sequence of tests to be conducted to test the system
- System Test Report - Results from the System Test Specification.
- User Manual - A complete guide on how to install and operate the system.

1.3.2 Acronyms

- CSUS - California State University, Sacramento.
- ECS - Electronic Computer Science
- GPA - Grade Point Average
- STS - System Test Specification

1.5 Overview of Contents of Document

1.5.1 Project Sponsor and Project Need

This section contains information about the sponsor and their business. It explains the purpose of the project by defining the current system and specifying how the software will improve that system. There is also information about how the sponsor envisions the final software and what the sponsor expects from the project team.

1.5.2 Management proposal

This section describes how the project team will manage and control the development of the project. This covers the project breakdown into the different phases that the project will go through with each phase's respective documents as well as the initial estimates of when those phases will start and end. The cost of the project, project team member's roles in the development of the system, information about quality assurance, and the process for making changes to the project during any phase of the project are included in this section.

1.5.3 Conditions and Comments

This section covers the various formal agreements between the project team and the project sponsor. Also, this section contains the project definition and the development responsibilities of both the project team and the project sponsor. Finally, this section lists all of the assumptions made by the project team, the constraints placed on the project team, and all of the disclaimers associated with the project.

1.5.4 Appendix A

Resumes for each of the members of the project team defining their qualifications.

1.5.5 Appendix B

Partnership expectations for both the sponsor and the project team.

1.5.6 Appendix C

A table which breaks down the project into the different phases that it will go through defining each phase, the deliverables associated with each phase, and the approval requirements for those documents.

2. PROJECT SPONSOR AND SPONSOR NEED

This section contains information about the sponsor and their business. It explains the purpose of the project by defining the current system and specifying how the software will improve that system. There is also information about how the sponsor envisions the final software and what the sponsor expects from the project team.

2.1 Sponsor Identification

Sponsors: Alayna Sigurdson and Lisa Sigurdson

Primary Contact: Alayna Sigurdson

Business: Dragonfly Salon

Titles: Co-owners and Hair Stylists

2.2 Sponsor's "Business"

The Dragon Fly Salon in Folsom is a relatively new establishment. Previously, the owners had rented space at a previous salon but maintained their own clients and supplies. Upon opening the new salon Alayna and Lisa both already had their own product contacts and client lists. They also both had a system for scheduling appointments and keeping track of clients.

A typical appointment is made several week in advanced via the telephone or in person. The stylist will record the appointment and details (what the client wants done) on paper in a calendar they keep. They then reference that calendar to check when they have scheduled appointments and when they are free to schedule more appointments. There is currently no way for that clients to see available times without contacting the stylists. The client will arrive at the scheduled time and the stylist will get to work on the appointment. Upon completion the stylist will charge the customer and record the transaction in on paper in a notebook. The stylists also keep a separate client list that they can add special notes in for a particular client. This helps them keep track of clients personal needs and wants as well as any other important information they want to remember the next time the client come in.

2.3 Description of the Need

The sponsor's need is to have a system that:

- allows clients to schedule appointments online
- stylist can manage their client list and transaction history
- can import old client list and transaction into the system

The only constraint on the system is where it will be hosted from.

2.3.1 Vision

The primary reason for proposing this project is to create a system for the stylists that incorporates the following:

- Ability for clients to schedule appointments online
- A client list that stylist can keep online
- Easy to access and search transaction history

The stylists want to take their appointment books and make them available for clients to view. This will allow clients to see open times and even request an appointment without calling the stylists. The stylists then want to be able to log in online approving the requested appointment or contact the client to reschedule for a different time. This will help the stylist stay more focused throughout the day rather than constantly returning phone calls after appointments to try and schedule future appointments. The stylists have mentioned several times that they often play phone "tag" with the clients for several days before the finally are able to establish contact.

The next vision the stylist have is to be able to access a client book that allows them to easily browse all their clients. The book will include the name, contact info, appointment history, notes of past appointments, and a miscellaneous field the stylists can enter any text they want. The stylists feel that because able to quickly search through their records of clients rather than flipping through a paper book will greatly reduce the time they spend researching their next appointment's history.

The last primary reason the stylist mentioned was a transaction history of all clients. Each stylists will have their own private book of transactions. Currently every transaction is handwritten on paper which wastes a ton of time entering the information and also is a huge hassle for the stylists during tax time. This history will be easy searchable and may also have an export option that allows the stylists to transfer all their records onto a flash drive or external device.

2.3.2 Goals

By accepting this project Team Sierra hopes to accomplish the following:

- To develop and deliver a software system to the benefit of Alayna and Lisa Sigurdson
- To provide the Team Sierra with a learning experience in which software engineering principles are applied to the development of a user specified software system.
- To provide Team Sierra with the opportunity to develop software as a true team not just a group
- Develop and deliver organized neat software that can be used to obtain future jobs.

2.3.3 Success Criteria

Appointment Scheduler: Online system that allows clients to request appointments that the stylists can then approve or reschedule. There must be a separate calendar for each stylist at the salon. This calendar will have the available times of the selected stylist. The stylist will be able to edit their availability at any point and the system will automatically block out times of other appointments.

Client Management: A staff member can view their clients contact information, appointment history and current appointment schedule.

User Management: The salon manager can edit user accounts, whether it be staff or client. They can give different rights to different users that way a staff member may have access to more or different information than a client.

Mobile Interface: A client or staff member can use the system in a mobile friendly way using a small screen with an interface that is optimized for touch input systems.

Transaction History: A log to assist the staff in their relations with their clients by storing various interactions between the clients and the salon.

3. MANAGEMENT PROPOSAL

This section describes how the project team will manage and control the development of the project. This covers the project breakdown into the different phases that the project will go through with each phase's respective documents as well as the initial estimates of when those phases will start and end. The cost of the project, project team member's roles in the development of the system, information about quality assurance, and the process for making changes to the project during any phase of the project are included in this section.

3.1 Work Schedule

Spring 2013 Semester

Project Abstract:

Start Date: February 27, 2013

Completion Date: March 4, 2013

Provide information regarding our sponsor and their operation. The scope of this document will be basic.

Project Charter:

Start Date: March 18, 2013

Completion Date: April, 19, 2013

Provide in detail the approach to our project. Furthermore explain the needs of the sponsor.

Project Management Plan:

Start Date: March 30, 2013

Completion Date: April 25, 2013

Provide detailed information on how the project will be managed and resources will be obtained.

Software Requirements Specifications:

Start Date: April 6, 2013

Completion Date: May 5, 2013

Describe the behavior, scope and dependencies of the system to be developed. Provide explanation on how it will be used.

Fall 2013 Semester

Software Design Specification:

Start Date: September 7, 2013

Completion Date: September 23, 2013

Provides a high level view of the design and interfaces that the project is based on.

System Test Specification

Start Date: September 23, 2013

Completion Date: October 10, 2013

Sequence of tests to be conducted to 1) to test the system and 2) ensure all possible use cases are covered.

Baseline Code:

Start Date: October 11, 2013

Completion Date: November 29, 2013

Start of the source code to allow the building blocks of the project. Setting up a test environment.

System Test Report:

Start Date: November 29, 2013

Completion Date: December 12, 2013

Resulting test from the System Test Specification.

User Manual, CD, and Installation:

Presentation Date: December 12, 2013

Present the sponsor with:

- i. User Manual
 1. A complete guide on how to install and operate the system
- ii. CD
 1. Contains source code, executable code, and supplement files
- iii. Installation
 1. Initial installation and testing for the system on the clients hardware.

3.2 Resource Requirement

There are no resources needed from the sponsor. The team has agreed as a group to provide all developmental resources need during the two semesters of Senior Project.

As an estimate; each member of the team will contribute six (6) to eight (8) hours per week on the project. These hours do not include team meetings, class meeting or sponsor meetings.

The team and sponsor agree to meet at most one time per week and at least one time per month.

3.3 Cost

The project cost breakdown:

Estimated salary per developer:	\$60,000
Estimated dev environment cost:	\$100
Total estimation for six (6) developers:	\$182,000

Senior projects, while “expensive” in the use of team members’ time, are undertaken with no expected cost to the sponsor. Consequently, the costs estimated in this subsection are hypothetical, and have been developed as examples to illustrate cost estimation concepts used in proposal writing. As such, the cost estimates do not represent costs expected to be incurred or reimbursed.

3.4 Organization and Staff

The following section will provide information about the team and the role over the lifetime of the project

Team Members: Alex Chernyak, Joubin Jabbari, Kyle Matz, Mike McParland, Scott Livingston, Serge Lysak

All team members mentioned above will share the workload over the lifetime of the project. A team lead is chosen depending on the project phase. The team lead will perform the same tasks as the rest of the team in the scope of the project however, the team lead will act as a single point of contact for our sponsor, team advisor and professor Buckley.

3.5 Quality Assurance

Task list: A list of to dos that can only be crossed off in group meetings and if and only if all members agree that the task has truly been accomplished.

Code Review: During the development process, each person will have their portion of the code looked over. During which the coder will explain his code, in ‘plain english’ to his/her appointed partner.

Code Preparation: Before any code is written, an approach or solution will be discussed by the team and in most cases, a pseudo code will developed by the team.

Code testing: After each segment of code is written, test cases will be developed to ensure quality.

Document Review: All documentation written will be read by all members of the team. This is to ensure 1) Spelling 2) Groups Agreement and 3) That every member has the same understanding of the project.

3.6 Change Process

Should there be a need to make changes after the documentations process has started, the following should take place:

- All team members must meet with the sponsor to talk about the changes
- All team members will vote to (Yea) to incorporate the changes or (Nay) to continue with the originally proposed project.

Should there be a need to make changes after the development process has started, the following will take place:

- All team members must meet with the sponsor to talk about the changes
- All team members will vote to (Yea) to incorporate the changes or (Nay) to continue with the originally proposed project.
- If the changes are accepted, no changes will be made to any documentations other than the user manual
- Changes will surely delay the time schedule and therefore a new timeline must be submitted.

4. CONDITIONS AND COMMENTS

This section covers the various formal agreements between the project team and the project sponsor. The project definition and the development responsibilities of both the project team and the project sponsor can be found in this section. This section also details all of the assumptions made by the project team, the constraints placed on the project team, and all of the disclaimers associated with the project.

4.1 Assumptions and Constraints

All of the assumptions and constraints for the project are as follows:

- **Time:** The time in which this project is to be developed will be over a two semester period, excluding the summer break and all holiday breaks. This two semester period begins on January 28, 2013 and ends on December 13, 2013.
- **Compatibility:** The system that the project team will develop does not have to be compatible with any currently existing system but will have to interface with a website in the future.
- **Money:** The project sponsor has a fixed budget to spend on the future usage of the project. Since the project will be web based the hosting costs will be taken into consideration by the project team.
- **Feedback:** The approval and feedback process of the project will place a constraint on the project team's development of the project. Due to this timely feedback from the project sponsor and the faculty advisor is essential.
- **Other Obligations of the Project Team:** Every member of the project team is a full time student. All of the project team members, excluding Kyle, have work obligations as well.

4.2 Limiting Conditions

There are various limitations placed on the project and the finished product by the project team. This is necessary in order to fully detail the agreement between the project sponsor and the project team. This subsection contains the disclaimers, details of what constitutes a completed project, and the responsibilities of both the project team and the project sponsor.

4.2.1 Factors associated with the Academic Nature of the Project

Some of the project and software system is limited due to it being a Senior Project for California State University, Sacramento (CSUS). These academic limitations are taking into account in the following disclaimers.

4.2.1.1 General Disclaimer

All students majoring in Computer Science at CSUS are required to complete a two semester, senior project. The project proposed, Salon Scheduling System, is expected to fulfill this requirement for the project team of Alex Chernyak, Joubin Jabbari, Kyle Matz, Mike McParland, Scott Livingston, and Serge Lysak. While the intent of the team is to deliver a high quality product that meets the sponsor's expectations, neither the students, faculty adviser, or CSUS can be held responsible for any errors in the delivered software product, failure to meet any of the specified requirements, or failure to deliver the software.

Furthermore, due to the academic nature of the experience and its requirement for graduation, students cannot be paid for the work associated with the project.

4.2.1.2 Support Limitations

Upon completion of the project and delivery of proposed system, neither the project team nor any representative of CSUS is obligated to provide software maintenance or additional support. The project work cannot be extended beyond the set completion date of December 13, 2013.

4.2.1.3 Ownership of the Product

Upon completion of the project, the project team will maintain nominal ownership of the system and the project sponsor will receive all the specified documentation along with the software, including both the source code and the executable code for the system. The Computer Science Department of CSUS also reserves the right to use the documentation and the product as an example of student work.

4.2.2 Other Disclaimers

The project team agrees to take on the responsibility of developing and delivering Salon Scheduling System. Salon Scheduling System is a software system designed specifically for Dragonfly Salon and Boutique to help their hair and nail experts to better manage their clients' personal needs, make scheduling appointments easier for the experts and clients, and gives the salon another way to draw in customers. The development of the project will consist of creating the software and all of the documentation that accompanies it. The software will include:

- Scheduling: A user can access a web page and schedule an appointment or edit an existing appointment at the salon.
- Client Management: A staff member can view their clients contact information, appointment history and current appointment schedule.
- User Management: The salon manager can edit user accounts, whether it be staff or client. They can give different rights to different users that way a staff member may have access to more or different information than a client.
- Mobile Interface: A client or staff member can use the system in a mobile friendly way using a small screen with an interface that is optimized for touch input systems.

The project sponsor will also share some of the development responsibilities with the project team. This shared responsibility will almost completely be in the form of a time commitment. The project sponsor should be able to commit enough time to the development process such that the project team is able to maintain a schedule and deliver the project on time. The project team will expect the project sponsor to be available for meetings on a periodic basis, approve and provide feedback for documents in a timely and predictable manner, and maintain communication with the project team.

5. APPROVALS

Project Sponsors

By signing this charter you are agreeing upon the conditions and requirements of the project defined in this charter. You are agreeing on the requirements of the system for the ability for clients to schedule appointments online, for the ability for stylist to keep a client list online and the ability to easily access and search transaction history.

Lisa Sigurdson _____

Alayna Sigurdson _____

Advisor

By signing this charter you are approving the agreements and requirements defined between the Sponsors and Team Sierra.

Ahmed M Salem _____

Team Sierra

By signing this charter you are agreeing to the conditions and and commitments required to comprehend the requirements, design and develop the project which meets the sponsor's expectation.

Alex Chernyak _____

Joubin Jabbari _____

Kyle Matz _____

Mike McParland _____

Scott Livingston _____

Serge Lysak _____

APPENDICES

Appendix A lists the qualifications of each member

Appendix A

Alex Chernyak

SKILLS

- Programming: C#, Java, Python, PHP, ColdFusion, C/C++
- Tools: MS Visual Studio, TortoiseSVN, Eclipse, BackTrack
- Operating Systems: Linux, OSX, Windows
- Languages: English, Russian, Ukrainian, some French

EDUCATION

California State University, Sacramento BS in Computer Science with Certificate in Information Assurance and Security — 2011 - 2014

GPA: 3.34 of a maximum 4.0

- Data Structures and Algorithm Analysis 2011
- Computer Software Engineering 2011
- Computer Organization 2012
- Computer Networks and Internets 2012
- Cryptography 2012
- Computer System Attacks and Countermeasures 2012
- Database Management Systems 2012
- Object Oriented Computer Graphics 2012
- Collegiate Cyber Defense Competition 2012

PROJECTS

- **Cyber Defense Competition 2012:** Worked in the team through a system attacks and countermeasures competition designed to penetrate as well as defend a network system from potential attacks.
- **Privacy Policy Detector 2012:** Designed and implemented a platform to monitor and notify users of changes to the privacy policy of subscribed social media sites
- **Aquatics Center Inventory Control System 2011:** Worked in the team to designed and implemented inventory organization and rental kiosk software for the CSU Sacramento Aquatics Center

EXPERIENCE

Software Developer/Programmer, BenningfieldGroup Inc. Folsom, CA — 2012 - present

- Worked in the team to design, document, implement, support and maintain several large software projects written in different programming languages and platforms
- Provide IT support for company computer infrastructure

Network Support Specialist / Lab Technician, Sierra College

Rocklin, CA — 2006 - 2011

- Responsible for maintaining computer science lab IT infrastructure (90+ computers)
- Tutoring computer science students

SKILLS

- Programming: Python, Bash Shell, PHP, C, Java, Ruby
- Tools: Metasploit Framework, Nessus, GFI, nmap, Eclipse, TextMate, Git
- Operating System: Juniper OS, Linux, Mac, Windows
- Languages: Farsi, English

EDUCATION

California State University, Sacramento BS in Computer Science with Certificate in Information Assurance and Security — 2011 - 2014
GPA: 3.33 of a maximum 4.0

Completed Unix operating system course with honors by constructing the "Linux From Scratch" an operating system which I built from scratch where I received the Cum Laude honors.

- Data Structures and Algorithm Analysis 2011
- Computer Software Engineering 2011
- Computer Organization 2012
- Computer Networks and Internets 2012
- Computer System Attacks and Countermeasures 2012
- Collegiate Cyber Defense Competition 2012
- Built a Linux Operating System from scratch 2009

PROJECTS

- **Cyber Defense Competition 2012:** Led a team through a system attacks and countermeasures competition designed to penetrate as well as defend a network system from potential attacks.
- **Privacy Policy Detector 2012:** Designed and implemented a platform to monitor and notify users of changes to the privacy policy of subscribed social media sites
- **Chrome Screen Capture 2012:** Implemented a chrome extension with a backend in order for users of sites to compare their results with other users. This was in an effort to encourage better business practices across the web
- **Artificial Intelligence Framework 2012:** Created a framework that allows self-governing bots or players to play each other in a game of Backgammon
- **Aquatics Center Inventory Control System 2011:** Designed and implemented inventory organization and rental kiosk software for the CSU Sacramento Aquatics Center

EXPERIENCE

FRS, Apple Inc Roseville, CA — 2009 - 2011

- Diagnosing and troubleshooting hardware and software problems
- Detecting technical issues and translating problems into user-friendly terminology
- Maintained customer data confidentiality

IT Staff, Legend Auto Roseville, CA — 2006 - 2008

- Responsible for deploying and securing infrastructure to help the sales staff do their job

- Integrated a “Mesh” network in order to wirelessly connect two buildings with each other

Kyle Matz

SKILLS

- Programming: Java, C, C++
- Some experience with: Ruby on Rails, Android app programming, XHTML, Javascript, CSS
- Experience using: Dreamweaver, Fireworks, Eclipse, Logic Works, and Microsoft Visual Studio 2010 (for C and C++) software.

EDUCATION

California State University, Sacramento BS in Computer Science — 2011 - 2013

GPA: 3.261 of a maximum 4.0

Dean's Honor Role multiple semesters.

Completed several programming intensive classes which required extensive projects.

- Data Structures and Algorithm Analysis 2011
- Computer Software Engineering 2011
- Computing Theory 2011
- Programming Languages 2012
- Computer Organization 2012
- Computer Networks and Internets 2012
- Advanced Computer Graphics 2012
- Operating Systems and Principles 2012

PROJECTS

- **Aquatics Center Inventory Control System 2011:** Designed and implemented inventory organization and rental kiosk software for the CSU Sacramento Aquatics Center
- **Advanced Graphics Demo Project 2012:** A project implemented using OpenGL which demonstrated several computer graphics techniques.

EXPERIENCE

Driver Helper, LT Relocation and Storage

Rocklin, CA — 7/2006 - 8/2012 During school breaks and periodically during semesters

- Provided excellent customer service.
- Set up events, did deliveries, and moved households.
- Drove delivery trucks.

Sales Associate, Macy's Inc.

Roseville, CA — 11/2010 - 1/2011

- Customer service.
- Operate POS device.
- Recovery of the store.

Mike McParland

SKILLS

- Programming: Java, C, ASP.NET, VB.NET
- Limited Experience: C++, Prolog, Scheme, OpenGL, JOGL, JavaScript
- Tools Used: Armitage(using MSF), NMap, Nessus, Eclipse, JGrasp, Logic Works, Sublime Text, Visual Studio, Microsoft Visio

EDUCATION

California State University, Sacramento BS in Computer Science — 2011 - 2013

GPA: 2.9 of a maximum 4.0

- Data Structures and Algorithm Analysis - 2011
- Computer Software Engineering - 2011
- Computer Networks and Internets - 2012
- Computer Organization -- 2012
- Computer Theory & Programming Languages - 2012
- Computer System Attacks and Countermeasures - 2012
- Collegiate Cyber Defense Competition - 2012

PROJECTS

- **Migraine Tracker - 2009:** Imagined, designed, and created an program to log migraines. In addition it allowed the user to enter information about their day such as the food they ate, how many hours they slept, and any physically activities they partook in. Using this data the user was able to identify patterns that occurred before and after migraines.
- **Cyber Defense Competition - 2012:** Participated in both attacking and defending a mock company network. On the attacking side this included foot printing, scanning, assessing, and finally attacking a network which was secured by other students. When defending, the responsibilities included, setting up Windows and Linux servers and clients, setting up and maintaining several web services including but not limited to Apache, MySQL, and Sendmail, and setting network permissions on several levels to ensure a secure network.
- **Aquatics Center Inventory Control System - 2011:** Proposed, designed, and help create a rental management system to greatly improve the existing rental process at Sacramento Aquatics Center.

EXPERIENCE

Sales Associate, Mervyns Roseville, CA — 2005 - 2006

- Sales associate tasked with customer care and service.
- Lead on truck team for several months- included overseeing up to twelve employees at once

Sales Support Associate, JC Penney

Citrus Heights, CA — 2007 - present

- Support associate tasked with carrying and loading large items for customers
- Assembles and moves new fixtures and display furniture.
- Displays visual and price signs and sets visual merchandise and fixtures.

- Set up, tear down, and maintenance POS terminals all over the store.

Scott Livingston

SKILLS

- Programming: Java, C, Objective-C, Python
- Web design: Apache, lighttpd, php and MySQL
- Linux server administration and web hosting for multiple websites
- Operating System: Linux, Mac, Windows

EDUCATION

California State University, Sacramento

BS in Computer Science with Concentration in Information Assurance and Security — 2011 2014

GPA: 3.38 of a maximum 4.0

- Data Structures and Algorithm Analysis
- Computer Software Engineering
- Computer Organization
- Computer Networks and Internets
- Database Design and Use
- Object Oriented Design

PROJECTS

- **The Sandwich Spot Roseville website - 2013:** Designed, built and maintain the website and server for the Roseville franchise of The Sandwich Spot using HTML5, CSS3 and Javascript.
<http://thesandwichspotroseville.com>
- **Inventory and Rental System - 2011:** Designed and built a web based inventory and rental system for the Sacramento Aquatic center using a MySQL and php backend with a HTML and CSS front end.
- **Duplicate Image Detector - 2011:** Python script that will find all duplicate images via color composition and pixel comparison regardless of resolution differences.
- **2D Physics based iOS Game - 2012-present:** Still in development, a multiplayer 2D physics game for iOS using the cocos2d engine and a web server and database based backend.

EXPERIENCE

Quality Assurance Intern, VSP Vision Care

Rancho Cordova, CA — 2013 - present

- Responsible for testing parts of the web portal used by Doctors

Merchandising Associate, Crate and Barrel

Roseville, CA — 2010 - 2013

- Responsible for maintaining the sales floor and stockroom
- Help customers load and unload items into their vehicles

Serge Lysak

SKILLS

- Programming Languages: JAVA, C++, Visual Basic, Unix
- Math Tutoring
- Desktop Support

EDUCATION

California State University, Sacramento BS in Computer Science —
2011-2013

GPA: 3.34 of a maximum 4.0

- Associate of Arts Computer Science
- Associate of Arts Liberal Arts
- Associate of Arts Mathematics
- Associate of Arts Natural Science

PROJECTS

- Cyber Defense Competition 2012: Worked in the team through a system attacks and countermeasures competition designed to penetrate as well as defend a network system from potential attacks.
- Privacy Policy Detector 2012: Designed and implemented a platform to monitor and notify users of changes to the privacy policy of subscribed social media sites
- Aquatics Center Inventory Control System 2011: Worked in the team to designed and implemented inventory organization and rental kiosk software for the CSU Sacramento Aquatics Center

EXPERIENCE

Sierra College – Math Tutor

Rocklin, CA — September 2008 - May 2011

- Was a math tutor in a math lab containing at most 50 students at a time. Lots of experience working with people who need help. Teaching/Tutoring skills greatly improved with tutor training taken for three and a half years. Lots of positive feedback from students through surveys and personal gratitude.

CalPERS – PSR Desktop Support

Sacramento, CA — April 23, 2012 - February 2013

- Worked as desktop support for the PSR Project. Duties included imaging/migrating machines, ticket queues, networking, inventory, printer problems and other assigned tasks. Supported offshore employees and also local employees. Participated in power down weekend.

Appendix B

Appendix B lists the partnership requirements between the team and the sponsor.

B.1

The project sponsor has the right to:

1. Expect the team to speak your language.
2. Expect the team to learn about your business and your objectives for the system.
3. Expect the team to structure the requirements information you present into a software requirements specification.
4. Expect the team to treat you with respect and to maintain a collaborative and professional attitude.
5. Have the team introduce ideas and alternatives both for your requirements and for implementation.
6. Describe characteristics that will make the product easy and enjoyable to use.
7. Be given good-faith estimates of the costs, impacts, and trade-offs when you request a requirement change.
8. Receive a system that meets your functional and quality needs, to the extent that those needs have been communicated to the team and agreed upon.

B.2

The project sponsor has the responsibility to:

1. Educate team about your business and define jargon.
2. Spend the time to provide requirements, clarify them, and iteratively flesh them out.
3. Be specific and precise about the system's requirements.
4. Make timely decisions about requirements when requested to do so.
5. Respect developers' assessments of scope and feasibility.
6. Set priorities for individual requirements, system features, or use cases.
7. Review requirements documents and prototypes.
8. Promptly communicate changes to the product's requirements.
9. Follow the team's defined requirements change process.

Appendix C

The following table lists each of the phases of work to be completed throughout the development of the software. It indicates the deliverables generated from each phase and who needs to approve them.

Project Phase	Phase Deliverables	Approvals
<ul style="list-style-type: none">• Establish the Vision and Scope of the Project• Develop and define the project management plan• Elicit, analyze, analyze, specify, validate, and publish the requirement specifications• Design the software• Implement the software design specifications• Develop and define the system test plan and specify all necessary test cases• Perform system testing and publish the results	<ul style="list-style-type: none">• Project Charter• Project Management Plan• Software Requirements Specification• Software Design Specification• The Software• System Test Plan and Test Cases• Testing & Software Test Report	<ul style="list-style-type: none">• Sponsor• Sponsor
<ul style="list-style-type: none">• Prepare materials to be delivered to the sponsor at the final product acceptance meeting	<ul style="list-style-type: none">• Software Delivery Materials (includes the User Manual and Delivery CD)	<ul style="list-style-type: none">• Sponsor
<ul style="list-style-type: none">• Time spent developing the skills and knowledge necessary to complete the project• Time spent by the team and its members in the management and control of the project	<ul style="list-style-type: none">• Learning (all phases)• Project Management (entire project)	<ul style="list-style-type: none">• NA• NA