

Team Name: DANCE

Team Rationale: We chose “DANCE” by incorporating our initials and finding a word that included them.

---

## Biographies:

---



Hello, my name is Donovan Griffin. I am in my second year at Hampton University, pursuing my Bachelor of Science in Computer Science. I am an aspiring Software Engineer, preferably back-end or full-stack, with hopes of transitioning into product management later in my career, as I don't envision coding being my sole focus long-term. I'm eager to explore the product development lifecycle and gain experience in shaping software solutions from a user-centric perspective. To the class, I bring prior knowledge of Java, a language I'm very fluent in due to its prominence in Hampton University's computer science curriculum. I'm also familiar with basic web development concepts, including HTML and CSS, and I'm excited to expand my skill set in this course.

I'm particularly interested in learning more about cloud technologies and database management, which I believe are crucial for back-end and full-stack development. I'm looking forward to collaborating with everyone and learning from your diverse experiences.

---



Hi, my name is Ariana Rodríguez. I'm in my third year of software engineering at the University of Puerto Rico- Mayaguez. I enjoy the front-end development of programming, with a passion for UI/UX design. I love combining creativity with technical skills to build projects that are both visually appealing and highly functional. I have prior experience in Python, C++, Java, HTML, CSS and JavaScript. I also

have some understanding in data structures and algorithms that I want to strengthen through the length of the TechX program.

My goal for my professional career is to create intuitive and efficient user experiences, making technology more accessible. Beyond front-end design, I enjoy problem solving and optimizing code for performance. I'm always looking for opportunities to further my horizons, whether through personal projects, coursework or hands-on experience. When I'm not coding, I enjoy a variety of hobbies like reading, crocheting and video games. For my favorite project about a train manager, I used Dijkstra's algorithm to find the best routes for trains to take. I enjoyed this project because I faced a lot of challenges where I learned something new. I also had to make a UI from scratch, and it was fun to see what went into making one.

---



Hello, my name is Natalia Vera Rivera. I am a third year software engineering student at the University of Puerto Rico Mayaguez. During my university career I've been involved in many projects ranging from robotics to web design because I want to work with as many branches of software as I can before I decide what I want to pursue in the future. Inside and outside of classes, I have worked with Java, C++, HTML, CSS, Javascript, and python. My favorite personal project was a birthday card website that I created where the user presses a button and receives a gift to celebrate the occasion. My favorite school project is a pet adoption matchmaking app that I am currently working on this semester.

So far, I find UI/UX design and cybersecurity very interesting and am looking for opportunities to dive into these topics. I'm looking forward to learning about web development because researching, designing and developing an app or website that has the potential to be useful for others is inspiring and I find the process to be very dynamic. I'm excited to learn more about these topics during my semester at the techexchange program!

When I'm not coding, I like to do hands-on activities like puzzles or board games. I also like to be outside, hiking or visiting beaches and rivers.

---



Hi, my name is Camia Bellamy. I am a second year Computer science student at Howard University.

I am also a member of Phi Sigma Rho National Sorority, a STEM sorority that aligns with my values and goals of empowering Women in STEM and creating a supportive network for women to succeed in these fields.

Professionally, I am interested in pursuing UX/UI design, a field where I can combine my creativity and technical skills to create user-centered digital experiences. I want to design digital experiences that are both user friendly and helpful.

Academically, I have experience in Python and some familiarity with C++, though my strength lies in python as it is the primary language taught at Howard. I have a strong background in data structures, including binary search trees, queues, and linked lists. I also have some basic HTML experience, which has helped in my understanding of web development. This allows me to approach technology from both a technical and design perspective.

I'm eager to expand my skills, work with my peers, and gain new knowledge that will help me grow in the field. I look forward to learning from everyone's different perspectives and learning more about UX/UI design!

---



Hey, my name is Erick. I'm a second-year computer science major at Hampton University. I am an objective-oriented person with a long-term plan of going to graduate school to study electrical or computer engineering and advance my career within the technology domain. Outside of my academic studies, I've developed an interest in low-level programming and electronic tinkering. I also serve as an undergraduate researcher finding ways to use computer vision to prevent adversarial patches. These activities satisfy my purpose of exploring technology and finding ways to innovate, which is another goal of mine. I would say my programming skills are decent; I am proficient in Java and can read and write Rust, C++, and Python with the use of documentation. The knowledge I bring into the program includes my understanding of data structures, computer architecture, networking, and cybersecurity. Outside of

learning, I try to find activities that are fun and engaging, like traveling or exploring new cuisine. Before I graduate, I want to visit London or Paris to see how other countries adopt new technologies in useful ways. I also enjoy listening to music or playing video games, as it often helps my ideas to flow or allows me to concentrate on something. I hope this semester provides me with the opportunity to learn what it takes to develop a full-stack application.

---

## Team Expectations

#	Question	Team Agreement
1	What are our team goals for this project and the class?	<ul style="list-style-type: none"><li>- Complete all tasks on time without rushing.</li><li>- Ensure everyone actively contributes and learns.</li><li>- Produce work that is high-quality, engaging and enjoyable.</li></ul>
2	What are each of our strengths? (note: include any strengths, not just technical CS knowledge)	Donavan: Stacks, Linked Lists, Binary Search, Speaking, Object-Oriented-Programming, Linux, Teamwork, Critical Thinking, Problem Solving Ariana: Object Oriented Programming, UI Design, arrays, HTML, CSS, critical thinking, and organization management Natalia: Data structures, Front end design and development, teamwork, organization. Camia: Binary Search Tree, Presentation & Design Skills, Queue, HTML, Organizational skills Erick: <ul style="list-style-type: none"><li>- Data Structures,</li><li>- Low-Level Languages,</li><li>- Computers,</li><li>- Electronics,</li><li>- Command Line</li><li>- Innovation,</li><li>- Perspective,</li></ul>
3	How will we communicate with each other?	We will communicate using Discord and iMessages.
4	How quickly should we expect to hear back from each other?	We expect to hear back from each other in less than 24 hours.

5	What day/time in the week will we meet every week?	We will be meeting every week on Wednesday's at 5:30pm EST.
6	What are our rules for our weekly meetings?	<ul style="list-style-type: none"> <li>- 5-10 min grace period.</li> <li>- Be present and engaged.</li> <li>- Notify the team in advance if unable to attend.</li> <li>- Respect everyone's time.</li> <li>- Provide clear updates on completed work.</li> </ul>
7	How will we run the meetings?	<ul style="list-style-type: none"> <li>- Review each team member's prepared work.</li> <li>- Go through the agenda and set goals for the upcoming week.</li> </ul>
8	What should we each prepare before each weekly meeting?	<ul style="list-style-type: none"> <li>- Summary of completed work.</li> <li>- Current tasks in progress.</li> <li>- Questions or concerns about the project</li> <li>- Missing tasks or components.</li> </ul>
9	When we get a group assignment, how will we divide the work? What if there is an unequal load of work in an assignment? How will we rotate roles through the class (eg. <i>team leader, notetaker, who submits the assignment, etc</i> )?	<ul style="list-style-type: none"> <li>- Assign tasks based on team member's strengths and interests while ensuring a balanced workload.</li> <li>- Adjust tasks as needed to maintain fairness if workload becomes uneven.</li> <li>- Rotate roles to share responsibilities throughout the project.</li> </ul>
10	What will we do if a member cannot work for a specified period of time due to an unforeseen circumstance? How will the team react? How will the team get the work done?	If a team member is unable to work due to unforeseen circumstances, they should notify the team as soon as possible. The remaining members will redistribute the workload fairly to ensure the project stays on track.
11	How do we collectively decide when to submit group assignments?	Group assignments will be submitted at least 10-12 hours before the deadline to allow a final review.
12	What are our group's rules about using genAI? <i>Remember that each teammate is responsible for their own work, whether genAI is used or not.</i>	Teammates may use LLM's as long as the individual can explain the code. Each member remains responsible for their own work.
13	What happens if one of us breaks the rules in this agreement?	Members will be notified and if they continue to break the rules of the agreement, the professor will be notified.

---

**Signatures:**

Camia Bellamy - CB

Ariana Rodriguez- AR

Donovan Griffin - DR

Natalia Vera - NV

Erick Constant - EC