During my academic journey at the University of Cincinnati the rigor of the classes has prepared me for our senior design. Such classes as software engineering, database design, and networks. Additionally, the work opportunities at Kinetic Vision and Siemens have prepared me for our project. The plan to connect users to a live service to compete in head-to-head coding challenges, to better themselves at programming. Finally, being able to manage a scaling codebase and database.

From my collegiate experience I will be drawing on both classroom and real-world experiences to complete our project. The classes such as software engineering and database management to help properly maintain large codebases. Additionally, provide the ability to scale up databases to meet our needs from the early stages to final production. Secondly, classes such as networks will help when hosting the webapp, and connecting users to each other live. For example, enabling a steady and fast connection between the users and the server for accurate grading.

During my professional experience for Siemens, I have learned and practiced large scale development and object-oriented development. Working at Siemens I got the opportunity to develop on their NX application which is a billion plus lines of code. Majority of which are C++ and C. This helped me learn object-oriented programming and getting familiarity with large code bases. Finally, working at Kinetic Vision I was able to work on application development, testing frameworks, and deployment. These skills will transfer to our project in several valuable ways.

Our project is geared towards getting more people to code in a competitive and time-contained environment. A competitive coding platform to gather people together and change what coding means. From a trial-and-error project to a fast past and problem-solving puzzle. We want to expand coding to more people and educate people on how to code. Our team is passionate about programming and expanding programming to the world. Finally, being able to reach an audience that likes to compete against others like in gaming.

Our team has learned a great deal from platforms like LeetCode and CodeWars, and we want to expand on their concepts. By creating a platform that is a one-stop shop for competitive programmers, and learners alike. Additionally, our team likes online competitions like gaming. Mixing these things together we were able to come up with our idea to deliver a project that mixes both worlds. Finally, attracting an audience of people who like to compete in online games, and solving puzzles.