\*\*Self-Appraisal Report - UI Developer\*\*

**Introduction:**

I am Soumyadip Mondal, a Software Developer at Bank Of America. Over the present year, I have dedicated myself to delivering quality user interfaces that align with our company's goals and contribute to a positive user experience.

**Key Achievements:**

1. **Project Delivery:**

- Successfully contributed to **Application Patterns** project which is currently in production in its 3rd version, within deadlines, showcasing my ability to manage time effectively and maintain a high level of productivity.

- Ensured all projects adhered to design specifications and user requirements, resulting in positive feedback from both internal stakeholders and end-users.

2. **Innovation and Problem Solving:**

- Introduced innovative solutions, such as **Cards UI**, to improve the efficiency of UI development processes.

- Effectively resolved challenges, such as the **asynchronous** process while Creating a Repo and Validating whether that significant repo exists in the Bit-Bucket Artifactory after getting created for the first time, demonstrating a proactive approach to problem-solving and a commitment to continuous improvement.

3. **Collaboration and Communication:**

- Collaborated seamlessly with cross-functional teams, including UI/UX designers, developers, fostering a positive working environment.

- Contributed to the OpenTap Angular Pattern by working on SSO functionality within the Bank (i.e. Ping Federate SSO) via the OAuth OpenID Connect package.

- Worked on a POC (i.e. Quarkus Vs Springboot) for the first time and learned about many associated technologies such as RedHat Devspaces which is a cool coding playground for developers with everything at their perusal starting from kickstarting a project in any techstack to CI/CD deployment to Openshift.I wish to work more on these type of side projects too if I get a chance.

- Regularly communicated project progress, challenges, and solutions in team meetings, ensuring transparency and alignment across departments.

4. **Adaptability and Learning:**

- Proactively engaged in learning new technologies, including Advanced Angular, Typescript, JavaScript, SpringBoot, Quarkus, to stay abreast of industry trends and enhance my skill set.

- Successfully applied new knowledge to ongoing projects, contributing to improved project outcomes and client satisfaction.

**Areas for Improvement:**

1. **Enhancing Code Optimization:**

- Recognize the need to further optimize code to improve application performance.

- Plan to attend relevant workshops or training sessions to refine coding practices and stay current with best practices.

2. **User Feedback Integration:**

- Acknowledge the importance of incorporating user feedback more effectively into the design and development process.

- Intend to establish a more structured feedback loop, possibly through user testing or surveys, to gather valuable insights for future projects.

**Future Goals:**

1. **Skill Development:**

- Continue enhancing proficiency in Angular as well as Backend Development frameworks such as SpringBoot, Quarkus, etc, aiming to become an expert in the field.

- Plan to attend conferences or workshops to stay informed about emerging trends and technologies in UI development.

**Conclusion:**

I am committed to delivering excellence in UI development and contributing to the success of Bank Of America. I look forward to addressing the identified areas for improvement and furthering my professional growth in the coming year.

Soumyadip Mondal

Software Developer