
Team Contract & Info

CSCD01

University of Toronto Scarborough

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February 3rd, 2023

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Agreement

Team Name

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Project Name

Scikit-Learn

Methods of Communication

The team will be using [Discord](#) for full communication including meetings, discussions, polls, etc...

Communication Response Time

Responses under 6 hours are expected. If communication is not possible for a longer period of time, let the team know ahead.

Standup Meetings

Standups will be communicated in the #daily-standup channel by text. By the beginning of each project, a schedule of standup meetings will be made, in which the team needs to follow.

Regular Meetings

Meetings will be planned and organized at the beginning of every project. In case of an emergency meeting, the majority of the team has to agree to meet.

Discuss every few days regarding progress of work. Every member should state what they worked on, what they plan to work on, and blockers

Running Meetings

At the beginning of every meeting, note-takers will be chosen based on a round-robin schedule in case there are no volunteers.

Meeting Preparation

Have in mind any concerns or questions regarding the project or work assigned. If a practice run of presentation is required, each team member should be prepared with their part.

Division of Work

General ideas for all parts of the project will be discussed with the entire team. Work will then be split up individually or into small groups depending on the amount of work for tasks. Team members will get the opportunity to choose a task they are interested in, and if conflicts occur, we can proceed with random picks.

Submitting Assignments

Deadlines will be communicated clearly over the Discord channel and agreed by the team. Typically, each team member is responsible for revision of completing work, 2 days before the deadline.

Contingency Planning

- If a member drops out: their tasks are split up between remaining team members.
- Upon academic dishonesty, the situation will be discussed with the Professor.
- Team member unwilling to complete work: discuss issues with team members, then escalate to TA if needed.

Team Member Information

By filling our information below, we accept these guidelines and intend to fulfill them

Name	UtorID	Student Number	Email
Roozbeh Yadollahi	yadolla6	1005230992	roozbeh.yadollahi@mail.utoronto.ca
Vinesh Benny	bennyvin	1007077707	vinesh.benny@mail.utoronto.ca
Raymond Kiguru	kigurura	1006586366	raymond.kiguru@mail.utoronto.ca
Bassel Ashi	ashipass	1005116731	p.ashi@mail.utoronto.ca
Siavash Yassemi	yassemi	1005179628	siavash.yassemi@mail.utoronto.ca
Klein Harrigan	harrig17	1007647637	klein.harrigan@mail.utoronto.ca

Team Member Biographies

Roozbeh Yadollahi

As a final year Computer Science student at the University of Toronto, I have developed a strong passion for software development and honed my skills through multiple internships as a software engineer at reputable companies such as Activision. My areas of interest include software optimization, architecture, and application development. My experience as a Computer Science research assistant has further deepened my commitment to leveraging software, computer science, and mathematics to generate novel and impactful solutions. I am eager to apply my knowledge and abilities to tackle challenging projects, and to continuously expand my skill set. I am confident in my ability to make meaningful contributions to the team and to continuously learn and grow as a computer scientist.



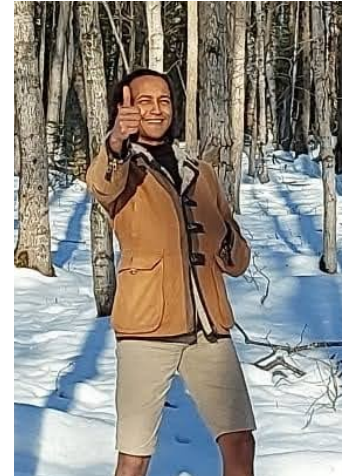
Vinesh Benny

I'm a third year Computer Science student specializing in Software Engineering. I'm mostly a backend dev, dabbling in front end at the moment. I'm interested in working with real-time operating systems in the future, specifically process scheduling and systems design. I'm looking forward to contributing to some open-source projects that will help people in some way in the future. In my free time, I work on a few projects with my friends that allow us to work with some cool libraries.



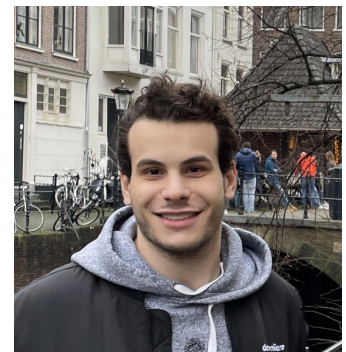
Raymond Kiguru

I am a computer science student in my last year of classes. My research foci include HPC optimizations of common ML workloads. My published and considered works include studies into efficient voxel hash resolution for mapping and reconstruction tasks, fast inference of event camera outputs by exploiting sparsity of each frame delta, and low-overhead scheduling for small kernel concurrency in input-variable tasks. My interests outside my direct research areas include a general fascination with GPGPU programming, natural language processing, and a burgeoning interest in quantum mechanics.



Bassel Ashi

As a fourth year Computer Science student specializing in Software Engineering, I am always looking for new challenges and problems to work on. I enjoy Software Design courses the most because they resemble designing buildings, and prove how important code architecture is, and it is more than just getting software to do a specific task. Through my experience in 20 months of co-op and different academic positions, I am more than ready to take my experience into the field and contribute to open source software such as the one my team and I will be working on this semester in CSCD01.



Klein Harrigan

In true Computer Science student fashion, I invest most of my energy into self-optimization. To that end, I've been diving deeply into many advanced areas in computer science. I am currently most proud of my artificial intelligence, machine learning and embedded systems knowledge and cannot wait to combine it with my years of project experience into something truly revolutionary.



Siavash Yassemi

This will be my final year as a computer science student. I have ample experience collaborating in both large corporate teams and small startup teams. I am eager to expand my knowledge on the architecture of scalable products with the aim of contributing to the development of a product from inception to completion in the near future. As an example, I recently worked at RBC where I was involved in the development of large-scale mobile applications.

