# Trippie – Project Reflection (Sanket Hirani)

As a software developing major, participating in a hard-working, proactive and talented team, working on the Trippie project has been a pleasure and a huge learning experience. With this project, I have learned to value working as a team to produce high-quality work and how software can positively impact the world.

What I enjoyed most about this project was how we collaborated as a team. We had a very good software developing team, and Kelyn did a fantastic job as the lead developer. Our team leader, Thomas was a blessing to have. Coordinating a huge team consisting of 6 members is always a tough job and Thomas always made sure he was on top of everything, making sure everyone has something to do and ensuring all members are pulling their weight. Stating that it was a pleasure being part of such a special team would be an understatement.

Being a software developer always meant that working on a project as huge as this, I would have to step out of my comfort zone and assist the team in other ways than I would have first expected. I spent a large amount of time researching payment systems that would complement and integrate into the application we were trying to build. This was playing against my strengths as the security issues that arise with these kinds of systems are very sensitive and being just a student, I was always terrified of some of these negative outcomes. This experience has helped me grow, and I have learned not to treat this as a fear but as a challenge that I could work towards to achieve. I have gained invaluable knowledge and sharpened my skills working on this project and I feel confident moving forward and tackling even bigger challenges in my career as a software developer.