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2018 - Summer - Software Engineering / W-2 Work

Programmer - ComPeters Inc. (Head Office)

GOALS / LEARNING OUTCOMES DETAILS

Learning Goal 1

Learning Goal 1

CRITICAL & CREATIVE THINKING - Problem Solving

Goal 1

Learn to be able to critically think about a problem to better understand it and help generate effective and efficient solutions.

Action Plan 1

Initially take the time to understand the problem and ask others if they have encountered similar issues before wasting time on something that has already been solved. If a solution cannot be found or thought of quickly, try researching similar topics and try to use other solutions to help myself out. Do not let myself be bogged down by one problem for too long, if it is taking too long, spend some time away from it and then go back to it with a clear mind.

Measure of Success 1

I found asking another co-worker if they have encountered a similar problem to be beneficial to understanding what the problem may be and to generate possible solutions.

Reflection 1

Having this goal helped me solve issues quicker and enabled me to be more productive. It also allowed me to get different perspectives on my problems and tasks and implement solutions I would have not thought of if I were working independently.

Learning Goal 2

Learning Goal 2

COMMUNICATING - Written Communication

Goal 2

Keep track of work being completed and time consumed to help with future planning and analysis of time assessments.

Action Plan 2

I would need to keep on the ball when it comes to tracking my time. Use softwares like trello and harvest to keep logs of my time and at the end of the day review the logs to understand what took a while, what was easy and why each of this outcomes occurred.

Measure of Success 2

Keeping track of my time using the harvest app has helped me understand where my weak points are when it comes to programming. I can see trends of time consumed when similar tasks are being finished. It also shows me which tasks may take longer to do and is helping me gauge my time assessments better.

Reflection 2

Having this goal helped me visualize which tasks I was good at and could do quickly and where my weaknesses were at. It also helped in estimating how much time a task would take so when my supervisor would ask how long a feature take to implement I

could answer with an approximate time frame.

Learning Goal 3

Learning Goal 3

Goal 3

Action Plan 3

Measure of Success 3

Reflection 3

LITERACY - Technological Literacy

I would like to be able to leave the co-op semester knowing how to go about developing my own professional web application.

Learn about the server side requirements and what it takes to keep a web application running. Learn about user experiences and what users may want to better understand how to design the front end. Ask questions about why they chose to use a particular IDE/Language/DB...etc and learn about the benefits and drawbacks of these applications/languages/environments.

Working with the database has given me an insight on do's and don'ts when it comes to making my own. I have also been involved in discussions concerning user feedback to get a better understanding of how a user may use a piece of software. I have also learned what a progressive web app is and the benefits of creating it rather than an phone app or just a normal web application.

Having this goal forced me to delve deeper into the background processes of the companies software and actually led me to a bug that I was able to fix. I also now believe I can make my own website with confidence.

Learning Goal 4

Learning Goal 4

Goal 4

Action Plan 4

Measure of Success 4

Reflection 4

Learning Goal 5

Learning Goal 5

Goal 5

Action Plan 5

Measure of Success 5

Reflection 5