Slide 1>

Continuous Learning

Presenter: Taekyu Shin

Am going to talk about what I have learned honestly and practically.

Slide 2>

What I have learned.

* Engineering
  + Web Development
  + Being Resourceful
    - I may not know how to do everything, but I will find a way.
* Corporate Environments
  + ~~Methodology~~
    - ~~Document it.~~
    - ~~Email about your understanding to make sure NO Miscommunication.~~
  + Communication is important.

Slide 3 – Demonstration>

* Engineering
  + Web Development
    - INOtes Portlet with Single-Sign-On.
  + Being Resourceful
    - Presentation layout on a web page

Slide 4 – Demonstration>

* + Communication is important.
    - Ex > Single-Sign on with Liferay implemented.

Mark said ‘Oh, we do not use database from Liferay.’

NOT USEFUL.

* + - I have seen that people could feel just free to go talk any time at work.
  + ~~Methodology~~
    - ~~You should not do it that way. That is not how we do it and there is a reason for that.~~

Slide 5 >

These are what I have learned

Slide 6 >

My fun personal project video.(30 seconds) !!!! If you have time!

You will be allowed to speak no more than 10 minutes. The minimum is 5 minutes.

Interns will be expected to prepare a 5-10 minute Powerpoint presentation for the audience at the luncheon on August 10th. Maximum time allotted is ten minutes for each Intern.

Select One: VPN Theme changes, External Email Portlet Development, Wiki project Ideas, or info-viz project.

I wanted to make sure that somebody else can do the work if needed, so I focused much on documentation. (I used a documentation programming language to improve it.)

I noticed that some people have no idea why they brought up some technology. like MBC. which may cause another problem.

Tell them what you are going to tell them. -> Tell them. -> Tell what you've told them.

Topic:

'Continuous Learning'

Taekyu Shin

1. outline

(excerpt: i am going to briefly talk about ... It is limited to my exp. may be diff from your opinions.)

What I have learned.(interesting / dis-interesting)

1. Engineering

* Web-based development
* Being resourceful.

1. Corporate Environments
   1. Do your best for seemingly insignicant tasks.(WIKI)
   2. Importance of Methodology.
      1. Methodology.
         1. (Email supervisor)
      2. Documentation.
         1. Document it so that somebody else can do it.
      3. There is a system. This is how we do this.(for ex: subversion, juniper)
         1. My own web-site.
         2. Juniper, Sitecore
   3. Communication.
      1. No communication 🡪 No work efficiency.
         1. You do not have to be a genius, but you have to communicate.
         2. (It’s okay to not know everything. But communicate.)
2. School VS Corporation
   1. Different
      1. There is usually an answer/there might not be an answer.
      2. You can do whatever to accomplish that. / There may be a limit. Follow the procedures.
      3. Show results in whatever you can. / (Communication)What is the methodology? document it.
      4. What is a technically challenging topic? Yes, let's do it. / What is useful?

Demonstrations.

1. Being resourceful: Can you do it? Most likely never done.. I can try it.
2. Web-based development.

* Proof: Website. <Demonstration>
  + Better at web-based development a couple of months ago.
  + More resourceful today than a couple of months ago.

1. Document it.
2. Communication

* I have no idea. I have done research in this for a few days.(SSO project)
  + One guy came up to me and said ‘We have done this before.’
* I have done a fabulous job. Haha!
  + One guy came up to me and said ‘Oh, it looks like it may not be suited to our requirement.(SSO project)
* Email me your understanding.
* Proof: Ppl thinking

What I have learned.

2. What I have learned (Ongoing)

What it takes in corporate settings.

What it takes in academia settings.

Same - Being Creative.

Different -

There is usually an answer/there might not be an answer.

You can do whatever to accomplish that. / There may be a limit. Follow the procedures.

Show results in whatever you can. / What is the methodology?document it.

What is a technically challenging topic? Yes, let's do it. / What is useful?

3. How could you tell those? (Prove those.)

- Wiki

- Wiki article

- Portlet

- juniper website theme

- You should nail the presentation. Look into visio and what you learned / did/ worked on.

- What you focus on about the presentation = What is interesting? Do not talk about all the details of what you worked on. Find what may be interesting to them.

Q. What is interesting?

1) Wiki outofbox

2) Server room set-up guide on Wiki

3) Portlet Development ==> Single Sign-On

Ask about the direction Mccormick is taking.

4) Juniper theme set-up