Throughout this capstone project I had the opportunity to build a prototype of a time management application designed specifically for a small contracting company, Pacific Outdoor Living. The motivation for this project was to address pain points the company was experiencing with their software, add features lacking from other software available on the market, and to eventually combine functionality from multiple software applications all into one place.

The process towards accomplishing the project’s goal as a solo developer began with interviews and observation of the software systems currently in place at the company, which I used to create an initial wireframe and design documents. From there the iterative process of applying user feedback and continuing development began.

The result of the project was an unpolished but functional prototype of an interconnected mobile and web application. I am currently looking to continue fleshing out the prototype and continue working on the application beyond the end of my capstone project.

Throughout the process of designing this system I was able to improve my technical skills as well as soft skills relevant to software engineering. Building up this prototype was not only the first true full-stack project I’ve worked on, but also easily the most complex one. This gave me a phenomenal chance to apply knowledge gained from my UWB courses to solve real world problems in addition to developing new skills based on practical experience.