

Behavioural Questions

Clubs Overflow	
Challenges	<ul style="list-style-type: none"> - Designing relational database - Becoming familiar with division of client-side and server side processes (server routing)
Mistakes/Failures	<ul style="list-style-type: none"> - Wanted to but never got around to adding a 'light mode'
Enjoyed	<ul style="list-style-type: none"> - Enjoyed creating the graphic design - Learning how full stack websites work -> particularly how info moves between server & client (always been curious)
Leadership	<ul style="list-style-type: none"> - Helped with fundamental design decisions and ensured high level of group communication - Resolved conflict (below) by calmly & respectfully informing student their error & their need to use course material to resolve mistakes -> This helped calm overwhelmed peer, whom I also offered additional support to
Conflicts	<ul style="list-style-type: none"> - group member thought they were too skilled to watch course material, -> resulted in significant portion of code not following rubric shortly before initial deadline -> other group member became overwhelmed and had a panic attack
What you'd do differently	<ul style="list-style-type: none"> - should've configured global CSS variables which could be changed to enable a light mode

Music Magic Plugin	
Challenges	<ul style="list-style-type: none"> - Finding & using JUCE framework (especially pause & play functionality) - Communication between generative model & plugin
Mistakes/Failures	<ul style="list-style-type: none"> - Wanted to extend capabilities to MIDI files (not just waveform audio)
Enjoyed	<ul style="list-style-type: none"> - Designing and building plugin window - Creating something new and highly successful
Leadership	<ul style="list-style-type: none"> - Supervisor largely busy so needed to make all fundamental design (graphic & functionality) decisions about plugin - Lots of communication with project partner
Conflicts	<ul style="list-style-type: none"> - None: both highly motivated to take on challenges and create solutions
What you'd do differently	<ul style="list-style-type: none"> - Make more modular (multiple generative models) - Instead use cloud computing for inference (reduce wait time and local computational load)

E Horses	
Challenges	<ul style="list-style-type: none"> - First group project so becoming familiar with git (multiple people working on same project) - Applying OOP principles in cpp (abstract class: horse, subclasses: user horse, bot horse, baby horse)
Mistakes/Failures	<ul style="list-style-type: none"> - Wanted to add graphics for each race - Left that to unmotivated group member
Enjoyed	<ul style="list-style-type: none"> - Watching code slowly turn into actually playable game
Leadership	<ul style="list-style-type: none"> - Made fundamental design system decisions and delegated tasks - Reached out to unmotivated group member to check if they were ok & understand why they weren't helping
Conflicts	<ul style="list-style-type: none"> - Unmotivated group member didn't carry their weight
What you'd do differently	<ul style="list-style-type: none"> - Should've invested time personally to see about graphics