

I. Summary of Team Members

[REDACTED]

I started learning how to program in my sophomore year of high school, where I learned Java and Visual C#. I continued strengthening my Java skills at UMD and picked up other languages such as C, Ruby, and SQL. My most recent internship was with The EMMES Corporation (2013) where I worked both individually and with a team to develop a web application involving JavaScript and SQL. I consider my strengths to include Java and Ruby and my weaknesses to include C and Assembly.

[REDACTED]

I started to program seriously in my senior year of high school, when I took AP Computer Science. I've done various programming projects during college and I have done research involving iOS apps, but my most relevant experience to this project is this summer, I designed and developed an iOS fitness app. A strength that I gained when I made the app was that I am now familiar with a lot of common UI/UX practices and with Apple's library. A weakness is that I don't have much experience working with the backend.

[REDACTED]

I began learning Java the beginning of my senior year of high school. In college, I competed in hackathons within small teams, and typically working with Android applications. This past summer, I interned at Booz Allen Hamilton, where I helped design and implement an Android application to optimize 401Ks within a team of interns within a startup environment. My skills include Java, and human-centered design approaches. My weaknesses are mostly in debugging and backend design.

[REDACTED]

I always had a fascination with programming. In high school I programmed an autonomous underwater submersible, that while we did not actually get to test, was a very interesting experience and got me really interested in how computer science could be used to design things that really can help people. I'm currently working at UMIACS assisting various Professors with their research opportunities as well as working on scripts to simplify working on the back end of our infrastructure.

II. Define an Effective Team

An effective team involves good communication, equal amounts of effort from each team member, and proper time-management. All team members must be able to trust each other and be able to appropriately ask for help from other members. Organization, constant communication, and following a common goal is crucial. Above all, an effective team is able to work together in unison while at the same time performing different individual tasks.

III. Collaboration Plan

Status updates and progress reports will be done in-person at weekly meetings currently scheduled for Mondays at 6:30pm. In addition, we will take advantage of digital forms of communication such as Google Docs, Google Hangouts (video conference), and group messaging as well as tools available via Canvas to communicate outside of our weekly meetings. Labor will be divided among each member equally according to their area of expertise (e.g. front-end development, back-end development, graphic design, etc.) and all team members have an equal voice in all aspects of the project. [REDACTED] will assume the responsibility of formatting the final version of each report and turning them into Canvas on the group's behalf.

IV. Primary Goal This Semester

Our primary goal is to build a fully functional mobile application that will [REDACTED]

[REDACTED]