Software Plan

Redesign Of the Software Engineering Site (R.O.S.E.S.)

Requested by:

Dr. Timoth Lederman
Professor
Department of Computer Science
Siena College

Delivered By:

Code Shark Solutions

Prepared By:

Kurt Greiner
Daniel Rotondo
Ryan Godfrey
Rebecca Wilson
Akeem Shirley
Brittany Lintelman

September 24, 2010

R.O.S.E.S.

Software Plan
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1 Introduction

1.1 Purpose

The purpose of this document is to formally define the client, Dr. Lederman's problem to ensure that *Code Shark Solutions* has an accurate understanding of what the client wishes to accomplish. This document will act as an agreement between the client, Dr. Lederman and *Code Shark Solutions* to make sure both parties have the same understanding of the project.

1.2 Scope

This document outlines *Code Shark Solutions'* current understanding of Dr. Lederman's problem.

1.3 Audience

This document is intended for the client, Dr. Lederman, *Code Shark Solutions*, and the rest of the Fall 2010 Software Engineering Class.

2 System Definition

2.1 Problem Definition

The client, Dr. Lederman is not happy with the way the current Software Engineering website looks and operates. There isn't a consistent menu which makes the website difficult to navigate and can be confusing to some users. The website also lacks useful features such as an easy to use search function. Entire websites, demos, and videos along with other data from past teams are not working either because of incorrect pathnames or changes caused from the servers being switched over. Aside from functionality the client is not content with the visual appeal of the site.

2.2 System Justification

Upgrading the Software Engineering website will benefit not only the students but faculty, alumni, and future employers. It will allow the students to see their own website as well as the websites of past groups for reference. It also will act as a place to upload their résumé. The updated site can aid faculty in writing a reference for students by jogging their memory about the student. A reference that seems like the teacher knows the student well will give a better impression to future employers. Alumni will be able to see their website and use it to showcase their talent for future employers. Future employers will benefit from the redesign of the course website by being able to see students' abilities, so employers will know exactly what they are getting when they hire a Siena student.

2.3 Goals for Project

The goal for the project is to make the Software Engineering course website more aesthetically pleasing with improved functionality. Areas that will be worked on include creating a search feature that allows the user to search by name, team name, and graduation year. *Code Shark Solutions* will create an interface that is more navigable. There will be a consistent menu for all pages which will make it easier to return to the home page. Also, the user will be able to watch videos that past teams have made.

2.4 Constraints on System and Project

Due to today's wide assortment of web browser options and the vast selection of computer hardware and software, Dr. Lederman's website will have to be designed to work on any browser or system. The website should at least work on more popular browsers such as: Mozilla Firefox, Microsoft Internet Explorer, Google Chrome, and Apple Safari.

Dr. Lederman has requested that the website be designed in a 4:3 aspect ratio or screen resolution of 1024 x 768 so that the website will accommodate most users' systems.

Dr. Lederman specified that all database and back end functionality be coded in MySQL.

2.5 Functions To Be Provided

The client's website will provide an interface that will make the site more accessible in order to showcase the Software Engineering course and highlight the students' achievements.

The website will have a database to store information about the students, their projects and their résumés. This database will be created using MySQL per the clients request.

The website will have a search function to facilitate looking up a student's records.

The front end of the website will be designed with HTML and CSS, with functionality and server interaction being done in PHP.

2.6 User Characteristics

There are four user cases:

1) Students
   - Create a team website and view previous team sites
   - Post the student's résumé
   - Look up class information

2) Faculty
   - Look up information for reference purposes

3) Alumni
   - Use the website for résumé purposes
   - Use the site to display the alum's software engineering experience

4) Future Employers
   - Look at students who are applying for a job

2.7 Environments

As of now, there are three different environments that *Code Shark Solutions* will be concerned with, as shown below.

2.7.1 Development Environment

Code Shark Solutions' development environments are as follows:

Server:

Operating System:	CentOS (Linux) Release 5.2 (Final)
Server Name:	oraserv.cs.siena.edu
CPU Type:	x86_64
Web Server:	Apache Version 2.2.9
PHP Version:	5.2.6
Database:	MySQL Version 5.0.45; Oracle Version 9.0.1

Macintosh Computer:

Operating System:	Mac OS X 10.6.4
Model:	iMac 5,1
Processor:	Intel Core 2 Duo
Speed:	2 GHz
Memory:	1 GB

Windows Computer:

Operating System:	Windows Vista Enterprise (6.0, Build 6002)
Model:	Dell OptiPlex 760
Processor:	Intel Core 2 Duo
Speed:	2.93 GHz
Memory:	3 GB

2.7.2 Operating Environment

The operating environment is comprised of all web browsers that the web page may be viewed from, including but not limited to: Microsoft Internet Explorer, Apple Safari, Google Chrome, and Mozilla Firefox.

2.7.3 Maintenance Environment

The Maintenance Environment is comprised of all the hardware and software which will be used to make modifications to the software including Adobe Dreamweaver, Adobe Fireworks, and the Oraserv Hosting Site.

2.8 Solution Strategy

To develop a solution for Dr. Lederman, *Code Shark Solutions* has decided to use a modified version of the Classic Waterfall Model.

Software Plan: *Code Shark Solutions* will define Dr. Lederman's problem after continuous weekly meetings with the client to establish the goal. The Software Plan outlines the problem and the current solution as decided by *Code Shark Solutions* and the client, Dr. Lederman.

Analysis: After several meetings with Dr. Lederman, *Code Shark Solutions* will create a comprehensive list of his expectations.

Design: A skeleton of the web page will be developed for Dr. Lederman by *Code Shark Solutions* that will provide an implementation of the page based on the requirements declared by Dr. Lederman.

Detailed Design: *Code Shark Solutions* will work off of the initial skeleton page to create a fully functioning version of the web page that meets all of Dr. Lederman's expectations.

Acceptance Test: The web page will be tested to ensure all aspects are fully functioning and all requirements have been met.

2.9 Priority of Features

A searching facility must be implemented that allows users to search for teams and students by the member's names as well as the team name and also by graduation year. The page navigation must be accurate and relatively uniform for every page on the web site. Lastly, the interface needs to be updated so that it is aesthetically pleasing.

2.10 System Acceptance Criteria

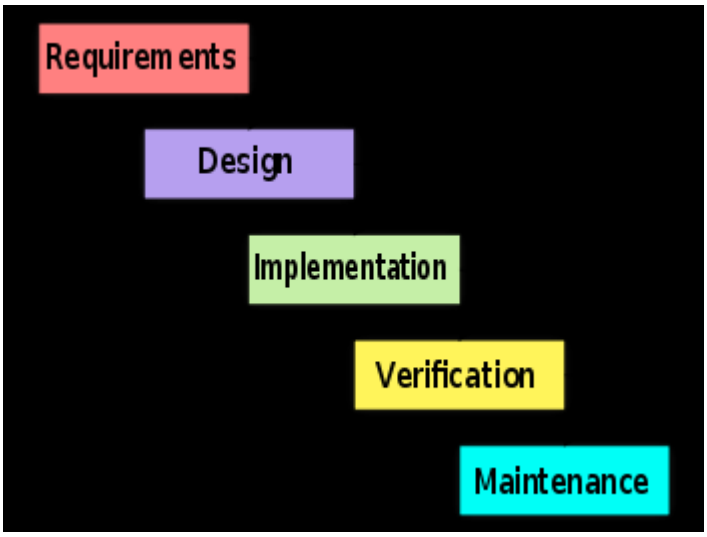
In order for the web page to be considered accepted it must meet all of the requirements decided upon by the client, Dr. Lederman, as listed in the Software Requirements Specification. The results of the final testing of the web page will be consolidated into one document and presented to Dr. Lederman.

3 Project Plan

3.1 Waterfall Model

The Waterfall Model is a development process model that emphasizes the organization of tasks in a software engineering project in a sequential order. There are three different modified types of The Waterfall Model followed for the project.

Below is the first Waterfall Model called The Classic Waterfall Model:



Requirement Analysis & Definition: All possible requirements of the system to be developed are captured in this phase. Requirements are set of functionalities and constraints that the end-user (who will be using the system) expects from the system. The requirements are gathered from the end-user by consultation, these requirements are analyzed for their validity and the possibility of incorporating the requirements in the system to be development is also studied. Finally, a Requirement Specification document is created which serves the purpose of guideline for the next phase of the model.

System & Software Design: Before a starting for actual coding, it is highly important to understand what we are going to create and what it should look like? The requirement specifications from first phase are studied in this phase and system design is prepared. System Design helps in specifying hardware and system requirements and also helps in defining overall system architecture. The system design specifications serve as input for the next phase of the model.

Implementation & Unit Testing: On receiving system design documents, the work is divided

in modules/units and actual coding is started. The system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality; this is referred to as Unit Testing. Unit testing mainly verifies if the modules/units meet their specifications.

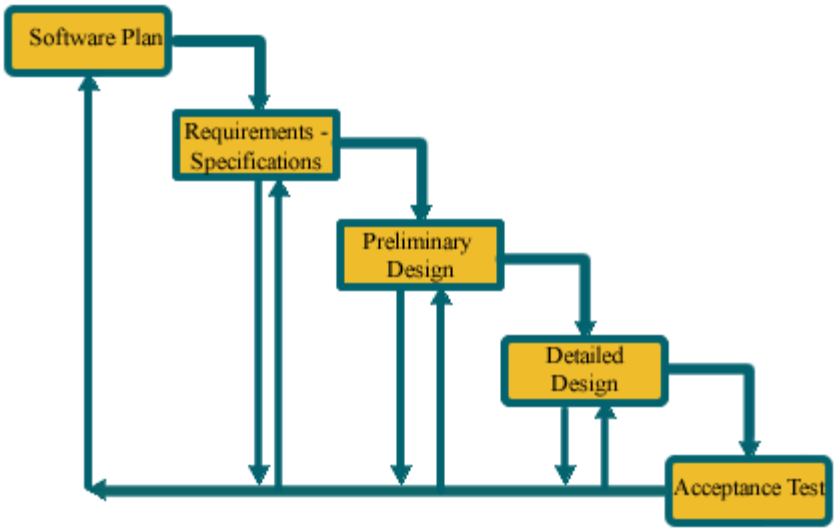
Integration & System Testing: As specified above, the system is first divided in units which are developed and tested for their functionalities. These units are integrated into a complete system during Integration phase and tested to check if all modules/units coordinate between each other and the system as a whole behaves as per the specifications. After successfully testing the software, it is delivered to the customer.

Operations & Maintenance: This phase of "The Waterfall Model" is virtually never ending phase (Very long). Generally, problems with the system developed (which are not found during the development life cycle) come up after its practical use starts, so the issues related to the system are solved after deployment of the system. Not all the problems come in picture directly but they arise time to time and needs to be solved; hence this process is referred as Maintenance.

Definitions of The Classic Waterfall Model from:
http://www.buzzle.com/editorials/1-5-2005-63768.asp

The next version of The Waterfall Model used is The Siena Software Engineering Class's version:

Below is the last modified version of the classic Waterfall Model used. In the amended version *Code Shark Solutions* has the ability to go back to a previous stage already completed or continue to the next stage. However, it is not possible to jump over any state.



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Acceptance Test: The web page will be tested to ensure all aspects are fully functioning and all requirements have been met.

3.2 Organizational Structure

The *Code Shark Solutions* Team:

Name:	**Email:**	**Phone Number:**
Greiner, Kurt	kc13grei@siena.edu	(315) 663-8012
Rotondo, Daniel	dm30roto@siena.edu	(518) 320-6460
Godfrey, Ryan	rd02godf@siena.edu	(631) 335-3967
Wilson, Rebecca	ra03wils@siena.edu	(518) 248-3687
Shirley, Akeem	aj15shir@siena.edu	(917) 386-3498
Lintelman, Brittany	bn15lint@siena.edu	(954) 648-2808

Team Positions

Team Leader: Greiner, Kurt

The Team Leader's main responsibility is to organize and manage client and team meetings. In addition, the Team Leader must communicate with the client and team to ensure that required deadlines are met and that the client's needs for the product are also satisfied.

Lead Webmaster: Rotondo, Daniel

The Lead Webmaster will develop the environment for the project to be used on. The Lead Webmaster will ensure that there is an easily traversable web page that suits the client's needs. In addition, the Lead Webmaster will be responsible for *Code Shark Solutions*' team website by keeping the website up to date and allowing the team to use the website as a portal for information.

Lead Programmer: Godfrey, Ryan

The Lead Programmer's main responsibility is to create the underlying architecture of the software project. The Lead Programmer will also serve as the person who will aid other members in the team on the project. The Lead Programmer will make sure that the requirements and client's needs are met.

Information Specialist: Wilson, Rebecca

The Information Specialist manages the team's notes from client and team meetings and presents the information to the client in the final form. It is the responsibility of the Information Specialist to make sure that all the team members clearly understand the client's requirements and needs. The Information Specialist must communicate with the

client in a way in which they understand the technical concepts of the project. In addition, it is the Information Specialist's duty to enforce deadlines upon the team.

3.2 Organizational Structure (Continued)

Database Administrator: Shirley, Akeem

The Database Administrator is responsible for the team's database. These responsibilities include design, implementation, maintenance and repair of the database. The Database Administrator will ensure that all the data is organized in the database and all database manipulations are done efficiently.

Documentarian: Lintelman, Brittany

The Documentarian's job will be to make sure all of the team's documents are organized and presentable. The Documentarian must ensure that all of the team's documents are readily available to both the client and the other team members. The Documentarian will also be responsible for making the team's documents easy to understand and non-technical for the client and others.

3.3 Staffing and Resource Requirements

To complete the development process for the web page, *Code Shark Solutions* will require a team of six (6) personnel (referenced in Section 3.2). The team will be responsible for both the graphical interface as well as the back end that drives the webpage. The team will require approximately 12 weeks to complete the Software Requirements Specification and Prototype. Another 12 weeks will be required to develop the Production Version, which will have to pass an Acceptance Test.

The staff of *Code Shark Solutions* is diverse in ability, which should eliminate the need to contract work out to other vendors.

An effective implementation of the web page will require a server running any operating system that is capable of handling Microsoft Internet Explorer, Apple Safari, Google Chrome, and Mozilla Firefox.

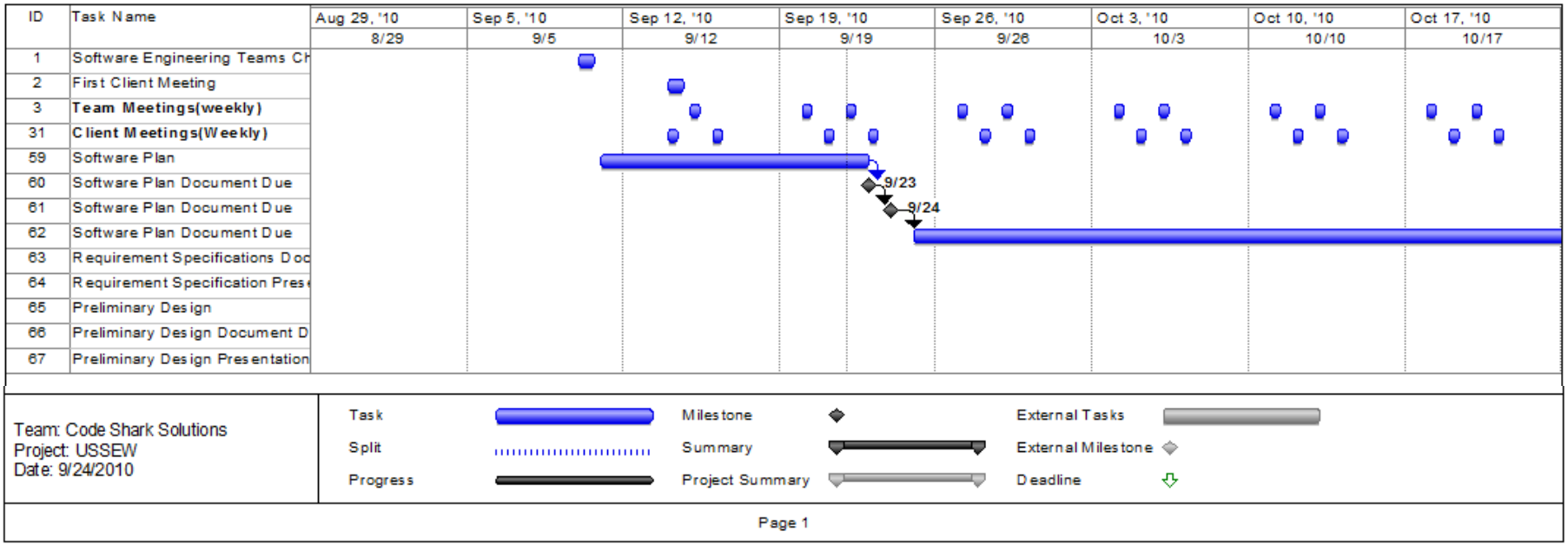
To begin development, *Code Shark Solutions* will be using the computers in the Software Engineering Lab in Siena College's Computer Science department (Roger Bacon, 3rd Floor). The *Code Shark Solutions* Development Team will be using both Microsoft Windows and Apple Macintosh based computers to design and implement the web page. The details of the systems are listed in Section 2.7.1.

3.4 Development Schedule

The tentative development schedule is outlined by the Timeline (Gannt Chart) on the following page. Changes are made as needed by agreement between *Code Shark Solutions* and Dr. Lederman.

Gantt Chart For Code Shark Solutions'

R.O.S.E.S. Project



3.5 Project Monitoring and Control Mechanisms

Code Shark Solutions will meet with Dr. Lederman two times a week so that the team will be able to maintain communication with client. This will ensure that the requirements of the website are kept in mind and Dr. Lederman's goals are met. *Code Shark Solutions* will also have team meetings at least twice a week to stay on the same page and make sure the objectives of the project are being accomplished. Any questions or misconceptions arising after client or team meetings will be taken care of by communicating with Dr. Lederman via e-mail.

After the supporting documents are completed, Dr. Lederman will have a chance to examine and review the supporting documents (defined in section 3.9). This will help *Code Shark Solutions* keep in line with what is essential to the website's development.

3.6 Tools and Techniques Used

To stay on target with the timeline, *Code Shark Solutions* will be using Microsoft® Project. *Code Shark Solutions* will also be using multiple Adobe® products and other tools that are necessary for the development of the website. *Code Shark Solutions* will use techniques acquired over the past few years, especially in previous computer science classes, to improve the process of implementing the upgraded website.

3.7 Programming Languages

Code Shark Solutions will use PHP, HTML, CSS, and possibly JavaScript to build upon the website. *Code Shark Solutions* will also use MySQL for the database in which the search function will look for past teams' and members' names. Using MySQL for this purpose was made clear by Dr. Lederman to be a constraint; therefore, the database will be implemented as such.

3.8 Testing Requirements

The website will be tested throughout the development process by *Code Shark Solutions* and perhaps by an outside source (see Section 3.12, paragraph 2). This testing will be done mostly to ensure that navigating through the website and using the search function are as easy as possible so as not to create confusion among the users of the website. Many different types of people will be utilizing the website so it is very important that these people can do so without any trouble.

3.9 Supporting Documents

Code Shark Solutions will be submitting to Dr. Lederman multiple different supporting documents at various times during the process of developing the website. The submission of these documents will keep Dr. Lederman up to date with *Code Shark Solutions*' progress. Also it will help to keep *Code Shark Solutions* and Dr. Lederman on the same page in regards to the status of the website at each stage. This is important because it will prevent *Code Shark Solutions* from having to go back to the beginning, which would waste time and money.

There are three supporting documents that will be given to Dr. Lederman during the Fall 2010 semester. These documents consist of the Software Plan, Requirement Specifications, and Preliminary Design.

The other documents to be provided to Dr. Lederman are the Detail Design and Acceptance Test.

3.10 Time of Delivery

The supporting documents will be delivered to Dr. Lederman on the dates listed below.

Software Plan – September 23, 2010
Requirement Specifications – October 29, 2010
Preliminary Design – December 7, 2010

The Detail Design and Acceptance Test will be delivered sometime during the Spring 2010 semester but the specific dates are unknown as of yet and will be determined as soon as possible.

3.11 Method of Demonstration

To make *Code Shark Solutions*' points clearer, a presentation about each supporting document will be shown to Dr. Lederman. The presentations will be created using Microsoft® PowerPoint and will be given on the following dates.

Software Plan – September 24, 2010
Requirement Specifications – November 1, 2010
Preliminary Design – December 8, 2010

As previously stated, the Detail Design and Acceptance Test will be delivered and presented to the client some point during the Spring 2010 semester.

3.12 Sources of Information

Code Shark Solutions will acquire information mostly from Dr. Lederman throughout the course of the year via client meetings that will take place twice a week. *Code Shark Solutions* will obtain this necessary information in order to meet Dr. Lederman's goals and improve the website to his standards.

Code Shark Solutions may also use an outside source when it comes to testing the information (as outlined in Section 3.8). Alternative points of view will help to get a sense of how easily someone can move through the website. This outside source is yet to be determined but will either be a student with a major other than computer science or someone who does not use technology on a daily basis. It is vital that the website be as navigable as possible given that there will be many different types of visitors to the site.

4 Appendix A: Team Résumés

Kurt C. Greiner
(315) 663-8012
kc13grei@siena.edu

Current Address:
SPOB #4004
515 Loudon Rd.
Loudonville, NY 12211

Permanent Address:
120 S. Berkey Dr.
Chittenango, NY 13037

OBJECTIVE: To obtain a position in the field of computer science that is intellectually challenging, where I can continue to learn and improve my problem solving skills.

SKILLS:

-Programming in Java, C/C++
-Web design: HTML, CSS, PHP, JavaScript
-Familiar with Object Oriented Programming and Procedural Programming, also Paired Programming
-Knowledgeable in SQL, Access, and Oracle
-Proficient with Microsoft Office, Adobe Dreamweaver and Fireworks, Linux-Windows-Mac operating systems

EDUCATION:
Siena College, Loudonville, NY
Bachelor of Science in Computer Science; Expected May 2011. Cumulative GPA: 3.41

RELATED COURSES: Calculus I & II, Introduction to Programming, Data Structures, Computer Architecture and Assembly Language, Discrete Math I & II, Object-Oriented Programming, Analysis of Algorithms, Database Management Systems, Operating Systems, Web Design, Bioinformatics, Software Engineering

LEADERSHIP ACTIVITIES:
Software Engineering Team Leader (Sept. 2010 – Present) – Organized a team of 6 to accomplish the software engineering process.

ACM Siena Chapter Vice President (Sept 2009 – May 2010)- Helped to organize club events and run meetings

PROFESSIONAL WORK EXPERIENCE:
National Grid Intern – Process & Systems Department (May 2009 – Sept 2010)

-Performed daily operations to maintain data integrity
-Supported a Resource Management Program (STORMS)
-Introduce new software build into the company's test and production environments
-Gave new functionality presentations to users to train them on the new software
-Wrote test scripts
-Regression Testing
-Participated in Software Vendor/Client Meetings to discuss requirements and fixes

OTHER WORK EXPERIENCE – Available upon request

Daniel M. Rotondo

For more detailed information, please visit: http://www.iat.sienacs.com/project1/main.php

CAMPUS:

PERMANENT:

S.P.O.B. 4281
515 New Loudon
Loudonville, NY 12211
dm30roto@siena.edu

79 Willow Brook Drive
Surprise, NY 12176
518-320-6460
dm30roto@gmail.com

OBJECTIVE: A challenging and rewarding position that will put my technical skills to good use while learning new skills of my interest.

TECHNICAL SKILLS:

Skilled in Java, Object-C, C, Visual Basic, Microsoft Office 2008, SQL, PHP, AJAX, (X)HTML, CSS, Javascript, and Adobe Creative Suite.

SUMMARY:

- Web Administrator Internship with Siena College Athletic Department.
- Independent study projects iPhone OS Development and Magnitudes Database project.
- 2010 Siena College Summer Scholars Program.

EDUCATION:

Bachelor of Science in Computer Science, May 2010
Minors in Mathematics and Multimedia, Siena College, Loudonville, New York
Current GPA of 3.2 on a 4.0 scale
Courses taken included:

Software Engineering I	Database Management Systems
Operating Systems	Object-Oriented Design & Programming
Data Structures	Analysis of Algorithms
Web Application Development	Discrete Mathematics I & II

EXPERIENCE:

Web Administrator Internship, January 2010 to Present Day,
Siena College Athletic Department, Loudonville, New York

- Maintain and update the system for students to fill out their NCAA Divison I athletic forms.
- Manage the systems data via MySQL database.
- Developed a new system to store past years information. Allowed the main user to look at the data from the current year and past year's data.

Web-based Implicit Association Test (IAT), May 2010 to August 2010,
Siena College, Loudonville, New York

- Developed and implemented a completely finished IAT web application using XHTML, Javascript, and AJAX.
- Gained experience working one-on-one with a client.
- The project was part of Siena College's prestigious and selective Summer Scholars Program.

ADDITIONAL EXPERIENCE AND ACTIVITES:

- Rite Aid, Sales Associate, December 2004 – Present.
- Siena College Rugby Club, Position: Scrum Half, Fall 2009 Semester.

Ryan D. Godfrey

1024 Broadway, Islip, NY 11751
631.335.3967
rd02godf@siena.edu

OBJECTIVE

To obtain a programming internship where I can utilize my technical knowledge while gaining crucial experience for a future career.

EDUCATION

Siena College, Loudonville, NY
B.S., Mathematics and Computer Science, May 2011
GPA 3.65/4.0
Math GPA 3.55/4.0
CS GPA 3.92/4.0

RELATED COURSES

Data Structures
Discrete Structures I, II
Assembly Language and Computer Architecture
Object Oriented Design and Programming
Analysis of Algorithms
Computer Graphics
Operating Systems
Software Engineering I
Data Base Management
Web Application Development

COMPUTER AND LANGUAGE SKILLS

Proficient in Visual Basic, Visual Studio, Microsoft Office 2007, BlueJ, Java, and C/C++
Familiar with (X)HTML, PHP, SQL, CSS

EXPERIENCE

Junior Technician, **Greenman-Pedersen, Inc.**, Babylon, NY, Summer 2008 and 2009

- Field review to observe existing conditions and gather pertinent information for design purposes
- Reviewed signing, striping and detour plans
- Calculated estimates for items during construction
- Modified tech memos to meet NYCDOT comments
- Used AutoCAD and MicroStation to develop existing pavement marking plans and proposed detour plans for work zone traffic control
- Prepared PowerPoint for project manager for community presentation

Sales Associate, **CVS Pharmacy,** Bay Shore, NY, 2006-2008

HONORS/AWARDS

Inducted into Upsilon Pi Epsilon (International Computing Honor Society) – April 2010
Inducted into Pi Mu Epsilon (National Mathematics Honor Society) – March 2010
President's List – Fall 2008, Fall 2009
Dean's List – Spring 2009

ACTIVITES AND COMMUNITY SERVICE

Association for Computing Machinery Siena College, Spring 2010
2009 Putnam Exam Team, Siena College, Loudonville, NY, December 2009
Siena's Problem Solvers Group, Siena College, Loudonville, NY, Fall 2009 to Present

Rebecca A. Wilson

32 Barrows St.
Albany, NY 12209
(518) 248-3687
ra03wils@siena.edu

Objective:

To obtain a position in the field of computer science that makes use of my computer science education and furthers my knowledge of the subject matter

Education:

Siena College, Loudonville, New York
B.S. in Computer Science, Minor in Spanish, December 2011

Relevant Courses:

Intro to Computer Science, Intro to Programming, Data Structures, Assembly Language and Computer Architecture, Object Oriented Design and Programming, Operating Systems, Software Engineering I, Calculus I, Calculus II, Discrete Structures I, Multimedia Development, Conceptual Physics

Used paired programming techniques in the majority of these courses

Technical Skills:

Programs: Microsoft Office 97-2003/2010, BlueJ, Adobe Fireworks, Microsoft Visual Basic
Languages: Java, C, HTML, Visual Basic, MIPS Assembly
Operating Systems: Mac OS X, Linux, MINIX 3.0, Windows 97/XP/Vista/7

Professional Experience:

Information Specialist, Software Engineering I, Loudonville, New York
September 2010-Present

- Ensure all information provided to client is in final acceptable form.
- Record notes and minutes at all client and team meetings.
- Organize meeting notes into structured documents and send to client.

Additional Experience:

Front-End Associate, Price Chopper, Slingerlands, New York, 2005 – Present

- Train new associates
- Provide customers with outstanding service as well as communicate their requests to management.
- Process sales quickly, accurately, and efficiently, and simultaneously handle situations as they arise

Legal Assistant, Law Office of Anne Reynolds Copps, Albany, New York, 2007 – Present

- Draft legal documents and standard correspondence
- Handle correspondence and make sure things get sent out correctly

Honors/Awards:

Dean's List – Fall 2009

Akeem J. Shirley

Current Address: SPOB #3066 515 Loudon Road Loudonville, NY 12211 M: 917.386.3498
Permanent Address: 3047 Ely Avenue Bronx, NY 10469 H: 718.653.1490 E: aj15shir@siena.edu

OBJECTIVE: A position where I can enhance my technical knowledge and gain new skills in my preferred field.

EDUCATION:

Siena College; Loudonville, NY

Bachelor of Science in Computer Science & Minor in Math; Expected May 2011
Cumulative GPA: **3.32** Dean's List Recognition; Fall 2007, 2009 Spring 2010
Upsilon Pi Epsilon, Computer Science Honor Society

RELATED COURSES:

Calculus I, II, & III
Data Structure
Assembly Language
Discrete Math I & II
Database Management Systems
Independent Study in Database Management
Introduction to Programming
Computer Architecture
Object-Oriented Programming
Analysis of Algorithms
Operating Systems

LEADERSHIP ACTIVITIES:

Siena College Black and Latino Student Union, Club Member
Loudonville, NY September 2007 - Present

- Gained a greater appreciation for various cultures
- Learned the power of voicing one's opinion
- Established a greater sense of unity amongst my peers
- Worked to bring an end to ignorance in our community

Siena College Gay/Straight Alliance, Club Member (Treasurer: 08-09)
Loudonville, NY September 2007 - Present

- Gained experience in working on an executive board
- Addressed issues that troubled the LGBT community
- Helped to create a more accepting environment on my campus

Siena College Pathfinders, Coordinator
Loudonville, NY September 2008 - 2009

- Leading a club for freshman to meet each other, by way of service to the school
- Organizing and attending events for prospective students

ADDITIONAL WORK EXPERIENCE:

Siena College's Office of Multicultural Affairs, Web master	Fall '08 - Present
The Bronx Zoo, Admissions Assistant	Summer 2008 and 2009
Coldstone Creamery, Food Prep	Summer 2007
Montifiore Medical Center O.R., Intern	Summer 2006
Jacobi Hospital Pharmacy, Intern	Summer 2005

TECHNICAL SKILLS:

Familiar with Visual Basic, Microsoft Office 2007, BlueJ, SQL, Java, and C++
Skilled Typist, Proficient with Microsoft, Apple, and LINUX Operating Systems

Brittany Lintelman
860 Route 146a
Clifton Park, NY 12065
954.648.2808
Bn15lint@siena.edu

OBJECTIVE
To obtain a challenging position in the field of computer science.

EDUCATION
Siena College, Loudonville, NY
B.S. Computer Science, May 2011

COMPUTER EXPERIENCE
Languages: Java, C, C++, Visual Basic, x86 Assembly, PHP, XHTML
Operating Systems: Linux, Windows 9x/NT/2000/XP/Vista/7
Software Packages: Microsoft Office 98 – 07, Microsoft Visual Basic, Microsoft Visual C++, Macromedia Dreamweaver
Database Management: Oracle 9i, Microsoft SQL Server

RELEVANT EXPERIENCE
***Documentarian*, Software Engineering I**, Loudonville, NY, September 2010 – Present
- Maintained up to date Software Team's Documents
- Organized and prepared all documents needed for the Software team

***Student Worker,* The Computer Science Department of Siena College,** Loudonville, NY, September 2009 – Present
- Prepared solutions in Java and Excel for projects given out by faculty.
- Developed relationships with faculty while completing other miscellaneous jobs.

ADDITIONAL EXPERIENCE

***Volleyball Coach,* New York Attack Volleyball Club**, Clifton Park, NY, November 2008 - Present
- Taught young girls between 12 and 17 the skills of volleyball and team work.
- Trusted to be responsible for all the girls on the team when going to a tournament away from home
- Relied on to be a good role model for younger age volleyball players

***Lifeguard,* Six Flags Splash Water Kingdom**, Lake George, NY, June 2010 – August 2010
- Relied on for the safety of every guest at the park
- Trusted to be watching my surroundings to make sure no guest is in need of rescue
- Developed strong communication skills with handling difficult customers

***Secretary,* The Office of Dr. James Puleo**, Albany, NY, June 2008 – December 2009
- Responsible for putting the documents on all patients together in the right order
- Developed communication skills to understand patient issues and help resolve them
- Relied on to keep all files organized and easily accessible.

Activities
Member of Div. 1 Siena Volleyball Team, 2007-Present
Member of the Association for Computing Machinery for Women (ACMW)

5 Appendix B: Glossary of Terms

CSS: **C**ascading **S**tyle **S**heets. CSS is used alongside HTML to add aesthetic value to a website.

Hardware: The physical parts of a computer, such as the hard drive and the CPU.

HTML: **H**yper**T**ext **M**arkup **L**anguage. HTML is a scripting language used to design the structural layout of a website.

JavaScript: JavaScript is a object oriented scripting language that operates on the user's computer rather than on the hosting server.

MySQL: MySQL is an open source relational database management software based on the SQL vocabulary which can be employed in combination with most server-side languages and can be used to access information in databases.

PHP: **P**HP **H**ypertext **P**reprocessor. PHP is a "server side" programming language that is used to create in depth functionality on websites. PHP can also communicate with servers and databases.

Screen Resolution: The screen resolution is the number of pixels displayed on the screen, it is usually given in the form Width x Height where width and height are the number of pixels across and down the screen.

Software: The programs installed on the computer, such as Microsoft Office and Adobe Fireworks.

Waterfall Model: A basic software development strategy that clearly labels each phase of the software engineering process. The strategy follows consecutively the following steps: Requirements Specification, Design, Construction, Verification, and Maintenance.