

Name of Student: Muriithi Cyrus Wachira
Registration No: P15/53575/2012
Institution Attached: Code Pamoja
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Objectives

- i. Expose students to industrial work environments.
- ii. Enable students actively participate in creating solutions through the practical use of learned knowledge to solve real world problems.
- iii. Enable students find out more about the various career paths and specializations in the field and possible develop interest in particular specializations.
- iv. Enable students build on networks of professionals and potential employers.

Activities Undertaken

- i. Backend development for the HHS (Hague University of Applied Sciences) registration system. This particular project served as an introduction to the Maven project management tool as well as Java Applets that were the basis of the web application. Other technologies that I used included Git and the Tomcat server container. I mostly worked on the notification system for the webapp with the database development being done using PostgreSQL.
- ii. Designing of the UI and UX for the projects that the Development Team would do. This was in my opinion the most educational part of my stay in CodePamoja. The software I mostly used for this was Adobe Photoshop and Adobe Illustrator occasionally. The design sessions were characterized by adaptive creativity where I would be presented with numerous challenges to design creative solutions at a short amount of time and configure the design according to the feedback I got from my Scrum Master and Product Owner. Among the designs I was involved with was the redesigned CodePamoja and the FTFSF websites.
- iii. Front-End Development for the CodePamoja website. The main tool used for this was the Grunt automation tool which we integrated with the SASS preprocessor and other tools such as cssmin, connect and jshint for our work.
- iv. Teaching the new interns who joined the program later, as well as assisting them in acquiring all of the tools required to run and develop

the project and helping them troubleshoot any problems they came across.

Lessons worth sharing

- i. Knowledge about software used in collaboration with other teams such as Slack, Trello, Git and GitHub and the integrations between them that greatly increased the productivity between the virtual teams.
- ii. Proper implementations of the Scrum framework that can be used to address complex adaptive problems.
- iii. Use of automation tools such as Grunt and Gulp as well as project management tools such as Maven that greatly increase the productivity of developers if used well.
- iv. UI and UX design and developing graphic art using Adobe Photoshop and Adobe Illustrator. This might be one of the more recommended lessons especially for the ICT sector in Kenya. I came to realize that regardless of whether developers create innovative products in Kenya, they are often crippled by their lackluster design that usually ends up giving diminishing returns to the user rendering it unusable. This was part of the reason my area of specialization became design since I felt a gap needed to be filled.
- v. Communication skills. This was essentially the core of the whole program especially for me since I was the only Front-end Developer and Designer in the Kenyan team for the majority of my stay. The rest of my team were at the partnering company, Competa in the Netherlands so it was extremely important that I worked on my communication to accommodate my situation and this allowed me to learn a lot from my Design Scrum Master.