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# Engineering

# Internship

# Software

# Lessons/Learning Moments:

The simplest project can have the most complex/tedious solution, and

and also to set realistic expectations for deadlines so it’s important to update the team on those difficulties to get feedback

It’s important to have context on how your work fits into the overall making when the design decision is not so clear company ahead of time, so that there is something to guide decision-

I worked on modifications to another team’s code that would have them use our API rather than their own version for robustness, but I discovered a big slowdown

Had to show the team what value could be taken from my work while being honest about the drawbacks of the approach

Sometimes an approach will hit a wall, and there’s no limit to how far back you may need to go before choosing the other option

It’s important to give the rest of the team a full and intuitive understanding of the design of a software change, so that anyone with a different perspective can catch any possible problems with that design

It’s valuable to keep track of what caused failure in a certain approach, so that you can identify if that weak point is present in any new approaches (this way, failures are extremely valuable)