An Internship at Miniclip SA

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Activities Report

Abstract—In this short document I will describe the activities I performed during my (on-going) internship at Miniclip SA as a Software Engineer Intern. This reports cover the processes I went through during the recruitment phase, the experiences I had during my initial months and the everyday activities I currently perform.

Index Terms—Internship, Sofware Engineer Intern, Miniclip

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1 INTRODUCTION

AS a finalist student of IST I have always felt that even though IST did a good job giving its student the required base knowledge to perform well in the current marketplace, I felt I had nowhere near the practical skills and experience I excepted I would have after finishing by degree. Because of this I took upon myself to gather these skills and experience by doing extra activities during my last year at IST, as I finished my Master's Degree.

I took knowledge that Miniclip SA, a game developing company was opening a series of internship position at its mobile-games studio in Taguspark. The position only required a Bachelor's Degree level of knowledge in Computer Science so I felt it was just what I was looking for to gain practical experience and decided to apply.

The application took place in September and by the middle of November I had already started my postion.

2 APPLICATION PHASE

I applied for this internship in early September by sending my Curriculum Vitae via email. My

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CV is something I hadn't given much importance up to this point because I never really felt the need to, this of course meant I had no previous experience in writing one. Since I was determined to grab this opportunity I wagered my CV had to make a good first impression as it would be the first contact I had with the company. I did plenty of research by reading a series of articles on how to generally write good CV's and some others on how to write a CV for a Software Development position and produced the best CV I could.

A few weeks after applying I was contacted by Miniclip to say I had passed the first screening process and that I was to be present at a group interview. This group interview consisted of 2 main parts: The first was a teamwork based challenge where applicants where grouped into teams of 5 and were then required to solve a series of logical and cooperation challenges. The second phase consisted in a standard question-answer test that aimed at testing our technical knowledge and problem solving skills.

I was one of the few selected (5 among roughly 20) in this second screening and was called for a one on one interview with the company's studio director in Portugal. This interview was non-technical and served more of a meet-and-greet to see if I would fit in the company's environment. A few days later I was contacted to say I had been accepted and would be starting mid November.

	Excellent	ACTIVITY						DOCUMENT						
(1.0)	Excellent	Object×2	Opt×1	Exec×4	Summ×.5	Concl×.5	SCORE	Struct ×.25	Ortog×.25	Exec×4	Form ×.25	Titles ×.5	File ×.5	SCORE
(0.8)	Very Good													
(0.6)	Good													
(0.4)	Fair	1.0	0.6	0.7	0.8	0.9		0.8	0.8	0.8	0.8	0.8	0.6	
(0.2)	Weak													

3 FIRST WEEKS

My first few weeks at Miniclip were dedicated to getting familiarized with the projects I would be working in and the people I would work with. I was assigned a position in the newly formed mobile-technology team. This team consisted of 4 people: myself, a second intern, a junior developer and a senior developer, the team leader. We would be responsible for the research and development of technologies used on the client side of Miniclip's games.

During these initial weeks I was already required to attend every meeting a full-time Software Developer would and participate in the decision making processes that took place in some of them, the ones more directly related to my work.

4 EVERYDAY ACTIVITIES

Most of my work consisted in developing code, but since technical details aren't the focus of this course I will focus instead on the types of meetings I faced during my internship.

4.1 Company-wide meetings

Company-wide meetings occur every month, in this meeting all of Miniclip's workers gather in a single room of the studio and every worldwide studio is linked together via video-conference.

This meeting servers as a general update by the company's management to all employees of Miniclip on how the company has been performing, as well as future plans.

4.2 Developer meetings

Developer meetings are held ever 2 weeks and only software developers attend them. They serve as a place of discussion for the current state and progress of the client-side development of each project as well as a place where new techniques and approaches to commonly found problems are discussed.

In these meetings every developer is also invited to speak out if they don't agree with the current direction some project is taking so it can be further discussed.

4.3 Mobile-Technology meetings

Mobile-Technology meetings only started taking place in March and are held every week. Only the technology team attends these meetings. They are much more focused on the technical aspects of our work in comparison to all other meetings. Every week a member of the team presents the work he or she has been working in so it can be reviewed and understood by the remaining members. This way we hope that each member will have some degree of knowledge about everything the team produces

4.4 One-on-One meetings

One-on-One meetings take place every week and are between an employee and his line manager, in my case my team leader. They take a more personal note and are there to make sure every employee can confidentially discuss aspects of his job that he or she is not content with.

4.5 Extra Activities

Besides office meetings Miniclip often hosts a series of events in order to promote team building and improve relations between employees, among these I stand out running events and laser tag which were the ones I most recently attended.

5 CONCLUSION

So far this internship as been proving me with a series of experience I could have never experienced in an academic enthronement. I did not however expect to become so enrolled in the companie's activities, given that I occupy an intern position. To be able to experience the life of a full-time software developer has surprised me in a positive way. I can now know what better to expect during the rest of career and make more informed choices when choosing a place of work after finishing my degree.

APPENDIX
STATEMENTS OF EXECUTION

MINICLIP
P O R T U G A L

Declaração

A **Miniclip Portugal Lda**, com sede no Tagus Park, Edifício Ciência II – Avenida Professor Doutor Aníbal Cavaco Silva, nº11 – 1ºC, 2740-120 Porto Salvo com o NIF 509371388 vem por este meio declarar para os devidos efeitos que o Sr. Pedro Filipe Vitorino Castro Lousada, com o cartão de cidadão número 13888824 e NIF 258845120 tem um contrato de estágio profissional ao abrigo do IEFP, que iniciou a 10/11/2014 e com término previsto para 09/08/2015.

Sem outro assunto de momento, subscrevemo-nos com consideração.

Porto Salvo, 02 de Junho de 2015

MINICLIP

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People Support