An Internship at Miniclip SA

Pedro Filipe Vitorino Castro Lousada

Learnings Report

Abstract—In this document I will describe my experiences, the skills I learned and knowledge I gained while doing my internship at Miniclip SA. I will start by describing what I gained from the recruitment phase alone, from there I will move on the the competencies I acquired during my working hours at Miniclip and then finalize with the experience that is being a working student.

Index Terms—Internship, Sofware Engineer Intern, Miniclip, Time Management, Corporate Environment

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1 INTRODUCTION

MY internship at Miniclip has allowed me to experience a series of situation and events that I believe have been a great help to complement the technical knowledge I acquired through my 5 years at IST. Despite being technically prepared to start working right away after the course completion I feel this internship has helped me gain the knowledge and skills I will need to launch my career.

Being in corporate environment is something I had never done before, I didn't quite know what to expect from the everyday life of working at multinational company, with people of different backgrounds and areas, superiors to respond to and the responsibility one must take upon his work.

2 APPLICATION PHASE

The application phase went by with relative ease, despite being my first application to any kind of internship or job. Since I wanted to maximize my chances of being accepted I created the best CV I could despite my lack of experience. I knew I had to create a simple

- Pedro Lousada, nr. 68582,
  E-mail: pedro.lousada@tecnico.ulisboa.pt,
  Instituto Superior Técnico, Universidade de Lisboa.

and attractive CV. For this reason I set it's limit to a single page as it was often recommended on the research I had done on building CV's for recent graduates. I also knew I had to differentiate myself from the other applicants, which would most likely be IST students like myself given the location of the office. For this I relied on my past work at SINFO and my participation in a games conference as an independent game developer and made sure to give them relevance in my CV.

The team challenge on second screening process proved to be an interesting experience, I had to be able to quickly exchange ideas on how to solve each problem with my team members, people I had never met before. This proved challenging at first as I tried to respect everyone's opinions and ideas but it quickly became apparent for all of us that for each problem there was at least 1 person who was confident enough that a certain way was the best way to solve that particular problem. This made it so that I took charge in a few situations and followed in others. Working as a team proved to be an easy concept this way as we trusted that each others willingness to be accepted meant they would perform their best. In the end we ended up winning the team challenge so I believe this to have been a successful experience.

(1.0) Excellent	LEARNINGS						DOCUMENT						
(0.8) Very Good	Context×2	Skills×1	Reflect×4	Summ×.5	Concl×.5	SCORE	Struct ×.25	Ortog×.25	Exec×4	Form ×.25	Titles ×.5	File ×.5	SCORE
(0.6) Good													
(0.4) Fair	0.8	0.6	0.7	0.8	0.4		0.6	0.8	0.8	0.8	0.8	0.6	
(0.2) Weak													

3 THE INTERNSHIP

During my time at Miniclip I expected to be treated as an "outsider" and not take part in certain activities but to my surprise I was instead integrated right away into the company. This allowed to start familiarizing myself with what corporate life will be like once I finish my degree.

3.1 Meetings

Much is learned in meetings when you just started working. On the company wide meeting I started to learn about the business model Miniclip currently follows and realized that this entire operation only exists for one thing, to make money. Sure, I already knew every company exists to make money but the dedication Management takes to increase profits astonished me. As a software developer student my main concern so far was how to make good software and become a better professional, but from these meetings I realized that for the company the only thing that mattered was to make money, it didn't matter if the product was as good as it could be, as long as it was profitable. This made me more aware to the business side of software and the world in general.

Developer meetings proved to be an exceptional place to gain technical knowledge from more experienced developers but apart from this it also proved a great place to learn how to develop my work ethic and approach to each situation. During my initial weeks I would often jump into conclusion on the topics discussed in the meetings because I assumed IST had given me had all the knowledge I needed to make my conclusions. I was proven wrong many times by senior developers who already had faced similar issues and had a bigger picture of the whole situation. This led to me being more analytic and analyze the issues I was faced with from all angles, as well as ask for the help of more senior developers.

4 WORKING STUDENT

Being a student while working a full time job is not easy. Besides from working 8 hours a day I still had the responsibility of finish my Master's Degree. This took a great deal of commitment and effort, as well as time management. Often I would arrive home after working and I was faced with project submissions and lab classes I had to prepare for the next day or week. It took a great deal of effort and coordination with my course groups to be able to submit everything in time. I believe these last 7 months have given me a greater deal of integrity and ethic as I never let me group members down, always finishing my part of each project, despite the high level of stress and tight deadlines.

5 CONCLUSION

In conclusion, this internship has given me an insight on how a software developer career will be like, it allowed me to take part in activities and have experiences I could never had in IST given the nature of the institution. Overall I think it has been positive experience and I will likely start my career here at Miniclip.