



The Path to Internship Project

Hey Nesh! What are you doing this summer?

Public Company Insights

What

Scrape information from a publicly available website to present insights about an Oil and Gas company.

From where

The website - Seeking Alpha. If you have trouble scraping Seeking Alpha, look for alternate websites that offer similar information like Motley Fool, Nasdaq or Bloomberg. You can even use a combination of websites to find the information that needs to be presented.

Details

The objective of the project is to create a simple web interface where someone can search using the Ticker Symbol or Name of a company and receive insights about the company. Websites like Seeking Alpha have a lot of information so you'll try to derive useful insights from it. We can focus on a few companies only - OXY, EOG, APC, APA, COP and PXD.

Some of the basic insights to be included are as follows -

1. Last known Stock Price and Stock Price Trend
2. What News Articles were published about the company
3. Analysis of Earnings Call Transcript - When did the call happen, Who all was on the call, Who Spoke the Longest
4. Financial Numbers like Market Cap, Net Cash Flow, Last Year's Revenue, This Year's Projected Revenue and any other number that you feel is relevant

Bonus Insights -

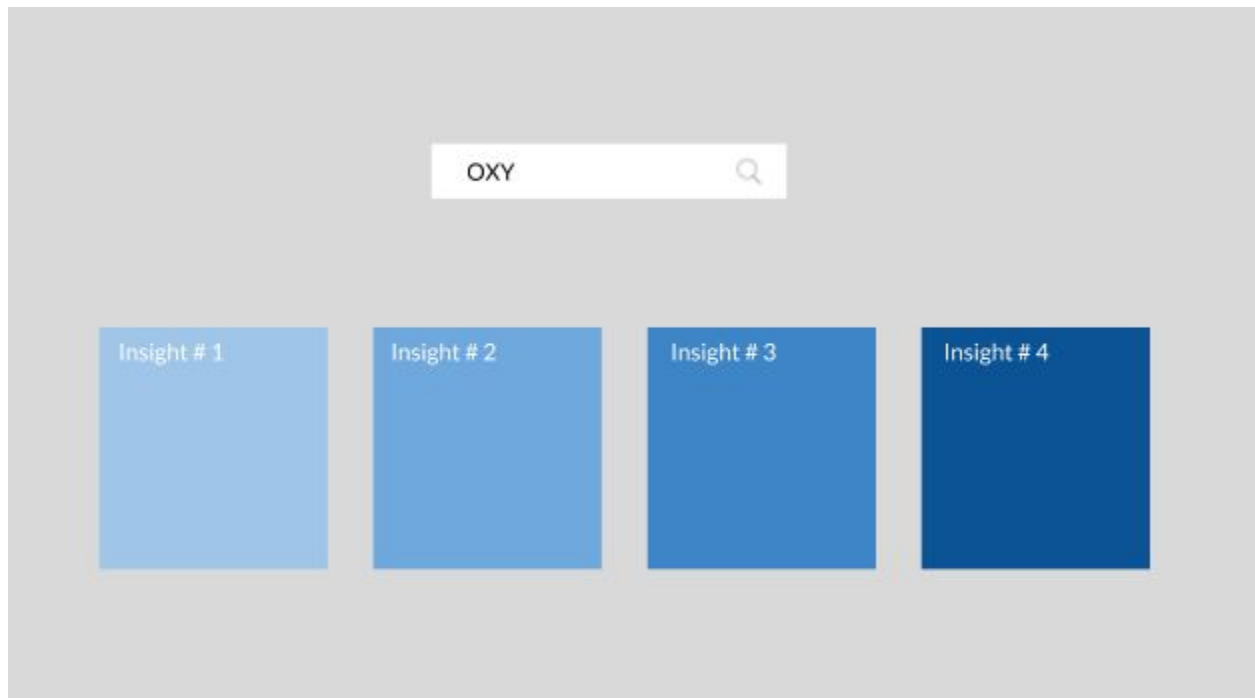
1. Analysis of the News Articles - Sentiment Analysis or Summarization
2. Analysis of Earnings Call Transcript - Good News and Bad News on the call
3. Social Media Mentions about the company
4. Got any other ideas?

Time Limit

You have 72 hours to finish the project. The clock starts when you first receive this document.

Success Criteria

1. Completeness - The more you can finish, the better your demo will be. We'll expect to see some of the basic insights and if you can also show some of the bonus insights then you are a superstar. We realize that all of the above tasks constitute a lot of work for the amount of time that you have, so pick things that play to your strengths and attempt those first.
2. Visual Aesthetics of the project and how the insights are presented - We are a design-forward company so presenting the insights in a clean form gives you an edge. We don't expect any fancy visualizations but a clean, simple and intuitive experience (see one possible layout below).
3. Performance / Speed of the search - This one appeals to your inner technologist where we want to see how quickly can the insights be generated and the answers be presented when searched for.
4. Out-of-box thinking; If you get stuck on one of the above tasks, don't think that it'll eliminate your chances. Try to think of something else you can extract and analyze instead and we'll give that an even consideration.



An Example Product

Deliverables

1. A short screen capture video of your project demonstrating how it works. Give us a walkthrough of your thought process, what you built, and how you did it. We want you to make the best use of your time so keep the video simple and spontaneous. No postproduction wizardry please; we don't want this to turn into a video making contest.
2. A link to your project's code on any one of the hosted Git services available. (GitHub, GitLab, Bitbucket, etc).
 - a. Please include a README file with detailed instructions if necessary on how to run your project.
 - b. The link to your video can also be placed here as well.

After you Submit

Once you submit, we'll review it as soon as possible and provide a follow-up within the next 3 days. If your project is awesome, we'll schedule a short video call (similar to our first intro call) so you can tell us a bit more about it. We'll make our final intake decision after this call.

Thank You

We'd like to THANK YOU for giving this a shot. We realize you have other important things to work on and asking for 72 hours out of anyone's schedule is a big ask. This step, however, is an important step in determining how we can walk together on this startup journey which is often paved with ambitious tasks and tight deadlines. We look forward to reviewing what you build!