## **FACULTY OF COMPUTING**





# INTERNSHIP REPORT

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## 1 Introduction

### 1.1 Company Overview

#### Please give a brief description of the organisation and the department you carried out your internship

A next-gen cloud-based core insurance platform that democratizes the insurance tech industry. Currently, Surecore is mainly focusing on the insurance industry. Rebuilding and revamping the current insurance, and banking systems are one of the main tasks that Surecore is providing to the customers. Here is my company offer letter,



## 1.2 Project Overview

#### Please give an overview of the project(s) that you worked on during your internship period

Mainly I worked on two projects during my internship period. One is a fully revamping of the Sanasa bank insurance system. Another one is also a rebuilding of the Ceylinco life insurance system. Those are the two main projects that I've worked on during my internship. For the Sanasa revamp we called as "3<sup>rd</sup> party general" and for the Ceylinco Life project we called as "3<sup>rd</sup> party portal". So those are the 2 projects that I fully worked on.

## 1.3 Glossary

Following are the abbreviations and definitions used in this document.

Abbreviation	Description
3 <sup>rd</sup> party	Revamping and rebuilding the Sanasa system
general	
3 <sup>rd</sup> party portal	Revamping and rebuilding the Ceylinco Life system
scrum	Daily morning meeting

### 2 INTERNSHIP INSIGHT

### 2.1 Objectives

#### Please describe the company's objectives for the internship

- Learn and perform all the configurations related to UI/UX engineering
- Collaborate with other developers to make elegant looking UI interfaces
- To become acquainted with the industrial environment and to understand how to collaborate with people at various levels of the organization
- To comprehend how theoretical principles learnt in class are utilized in real-world companies
- To develop the soft skills required by real-world businesses
- Learn and perform how the UI/UX techniques work under the hood

#### 2.2 Procedures

#### Please describe the procedures followed during the internship

- Every day we had to attend the morning scrum meeting
- In there we are discussing what are the things that we have done yesterday and what are the things that we have to do today
- Also, if there are any questions related to work that we have done, we can ask them as well
- We used a tool called "ClickUp" to assign and track our daily tasks
- QA engineers will add and assign the tasks to the related developers in "ClickUp"
- We had to look into those assigned tasks and had to fix those issues by the given deadlines
- We used Figma to design the UI designs
- UI Designers will send us the access to their Figma files and we had to create those UI screens by looking at them
- Once in a week or two, we had a meeting with the entire Surecore team and discuss the status of our work and as well as the future work
- This is how the main procedure followed during the internship period

## 2.3 Methodology

#### Please describe the methodology you used during the internship

As I mentioned above, I worked mainly on two projects which are 3<sup>rd</sup> part general and 3<sup>rd</sup> party portal. In those projects, I had to develop those UI screens which are made by UI Designers in "Surecore". During my internship period most of the time, I had to do this. After I attend the daily morning scrum, I will open ClickUp and Figma to see the daily assigned tasks assigned to me. Then I will start to work on those assigned tasks. Some of them are minor issues or changes and some of them are very time-consuming. For some UI screens, I had to get 2 or 3 days to finish because they are very complex. I had to look into small UI features as well. In my opinion, it's okay to get time to create stuff to bring our best to that product rather than finish it in rush.

Some days I had to attend meetings with UI Designers to discuss the UI designs, whether as UI developers we can develop that or how it should be designed. Because designers have the freedom to design the screens as they need but as developers, we had to discuss whether it is possible to develop or not.

Another hardest thing I've done is fixing conflicts when I work with version controlling. When it comes to version controlling conflicts are normal and we can't stop them. It is natural and we had to have better knowledge and understanding of how we fix those conflicts to save other people's code as well as our code. Otherwise, there will be a disaster isn't it? Because that code might be designed by another developer for months. So if we deleted those features in a second when we are fixing a conflict that will be a really bad thing for the codebase as we all for the entire system. (There are various ways that we can revert our previous codes but they are the last options. We have to have the knowledge to work without those things.) So that is why I mentioned fixing conflicts is one of the hardest things that I've done when I work with version controlling.

That's basically how the process went during my internship.

## 3 LEARNING OUTCOME

### 3.1 Learning

#### Please describe what students learned during the internship period

- Learn and perform how to work with a team and how to work with version controlling
- Learn and perform how to pitch to a customer and how to handle customer issues
- Learn and worked with frontend technologies such as Angular and React.js, Sass
- Learn advanced CSS concepts
- Learn how the HTML DOM works under the hood
- Collaborate with other developers to make elegant looking UI interfaces
- Learn and perform all the configurations related to UI/UX engineering
- Fixed UI issues and bugs
- Learn and perform to work for a given deadline
- Meetups with clients to get their requirements
- Meetups with team members to clarify doubts and discuss UI related stuff

#### 3.2 Measurable Outcome

#### Please describe the measurable outcomes of the project

- I've worked in a variety of settings
- In each endeavour, I have a strong sense of teamwork
- I learned to manage my time and plan my work around deadlines
- I improved my communication and interpersonal abilities
- I learned how to approach and solve technical problems in the actual world

#### 3.3 Effectiveness of the Effort

The student should describe how effective was the effort he spent by drawing the analysis of the experience gained during the internship period with classroom material he studied

Also, the student can describe what might have been done differently if the same internship was provided again

In 2021 November I started my internship as a UI/UX Engineer intern at Surecore (PVT) LTD. At that time I only had theoretical knowledge in developing stuff and had a small practical knowledge of developing systems by doing our university projects. But I realized what is the actual scenario in a company when I doing my internship. Throughout my internship journey, I learned a lot of things related to a company environment and how things work under the hood. Other than the technical stuff I learned a lot of soft skills such as how to work with a team and how to talk with other members and how to respect them, etc. Also, I've improved my communications skills as well because in the university most of the time we talk in English only for the vivas. But in the company, we had to talk in English every day in the scrum meeting. So I gained a lot of stuff throughout my internship career.

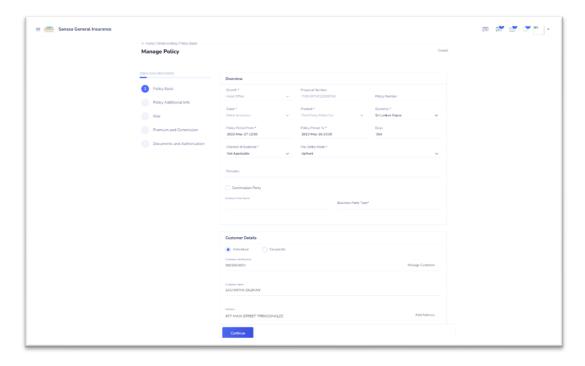
Other than the soft skills I learned lots of technical knowledge related to my UI/UX engineering role. So finally, the experience I got working with people from all backgrounds at Surecore is invaluable.

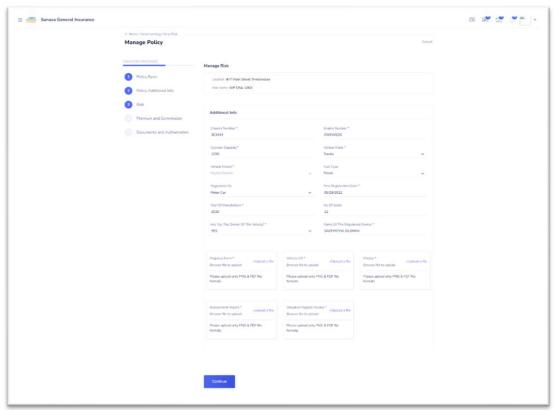
## 4 SAMPLE WORK

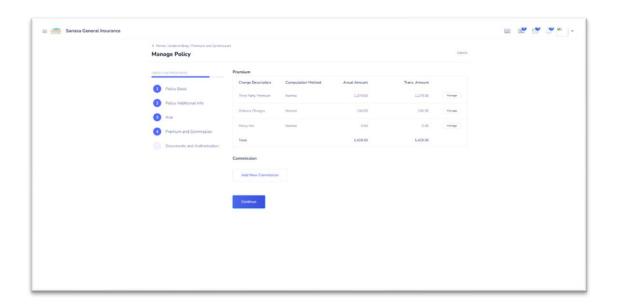
## 4.1 3<sup>rd</sup> Party General main UI screen that I created

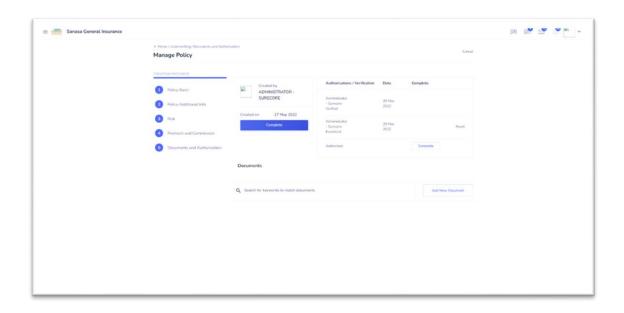


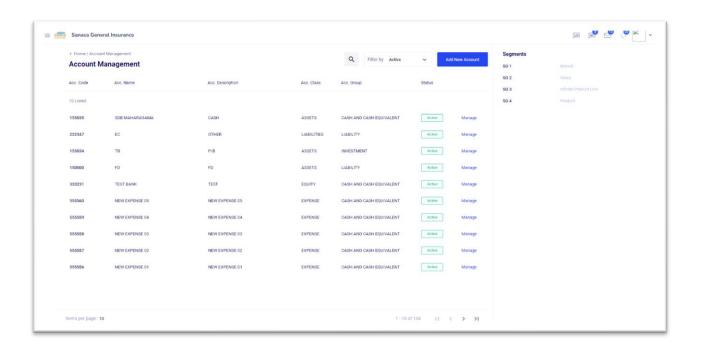
Following are some of the other main UI's that I developed according to the FIGMA designs,

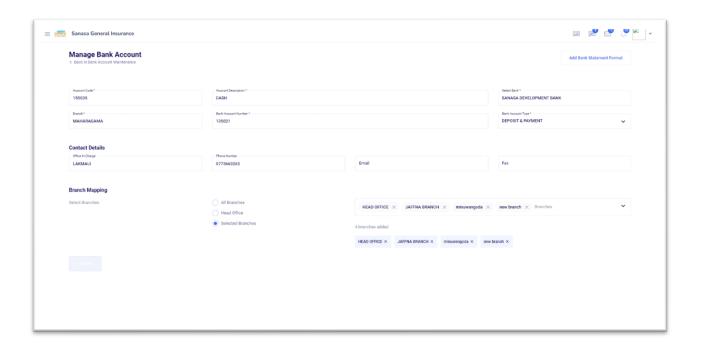












## 4.2 3<sup>rd</sup> Party Portal main UI screen that I created

