

Arcade Engineering Interview Project

Thank you for your interest in joining [Arcade.dev](https://arcade.dev)!

This project is designed to assess your engineering skills by examining how you would use our SDKs to develop a new toolkit, and how you would use it in an agentic application.

Project Overview

Create a sample application or agent. As part of this work, create at least one new Arcade tool within a new toolkit. Share your work with us via a stand-alone Github Repository with instructions about what the project should accomplish and how we can run it. The project you deliver should have tests and evaluations equivalent to how you would develop on the job.

Guidelines

- **Independent Development:** Your toolkit should be completely original and not derived from existing Arcade AI toolkits.
- **GitHub Delivery:** The toolkit should be in a public GitHub repository, where others can easily clone and run it.
- **Project Generation:** Use the command line interface tool `arcade new` to create your toolkit scaffold. This utility will provide initial files, directories, and structure. The application itself can use any framework (or not) that you like to accomplish your goal.
- **Linting:** Once generated with `arcade new`, adhere to the linting rules and code style guidelines (editorconfig, etc.) that come with it.
- **OAuth Use:** Including OAuth is optional but can be added if it aligns with your tool's design and functionality.
- **Time Management:** Please limit your work on this project to **no more than 6 hours** in total.
- **Resource Utilization:** Use any appropriate resources at your disposal. If you rely on external code or libraries (including LLMs), please **cite them**.

References

For examples of existing toolkits and to understand the general approach: [Arcade AI GitHub Repository](#) — Look in the `/toolkits` directory for sample toolkits. You can find demo applications and other samples on our [home page](#).

Deliverables

- **GitHub Repository:** Host your toolkit in a public GitHub repository on your own account.
- **Email Submission:** Send an email with the repository link to evan@arcade.dev for review.

Evaluation Criteria

Your project will be evaluated based on:

- **Functionality:** The tool(s) and application/agent work as you intended and deliver meaningful features.
- **Code Quality:** Follows best practices and the linting/editorconfig standards provided by your `arcade new` project scaffold, and your application follows similar standards.
- **Testing:** Your tests are comprehensive and accurately validate your toolkit's functionality.
- **Documentation:** Clear instructions and documentation are provided.
- **Originality:** Your toolkit is unique from existing Arcade AI toolkits, and your application does something useful or interesting.

Tips for Success

- **Plan Before Coding:** Outline the functionality you want to build; plan how the `arcade new` generated scaffold can help you.
- **Focus on Core Features:** Due to the 6-hour limit, implement the features with the highest impact.
- **Ensure Reproducibility:** Anyone should be able to clone your repo and run the toolkit without issues.
- **Document Your Work:** Clear, concise documentation will help others understand your toolkit's usage and benefits. Provide images or videos if that helps.

On Site or Remote

If you are interested in compressing your interview experience to a single day, you can do the take-home assignment from our office in San Francisco! You can work on the assignment in the morning, and then we can review it with you in the afternoon. Lunch will be included.