Internship With CubeStudio

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Cube Studio

01

Description

Cube Studio is an Indonesia-based digital interactive studio that specializes in creating immersive experiences that connect the physical and digital worlds.

02

Virtual

Hosting showcases accessible anytime, anywhere.

Creating immersive digital environments that simulate experiences impossible in real life.

03

VR/ AR

Creating immersive digital environments that simulate experiences impossible in real life.

Blending digital content seamlessly with the real world.

04

Web-Based Games

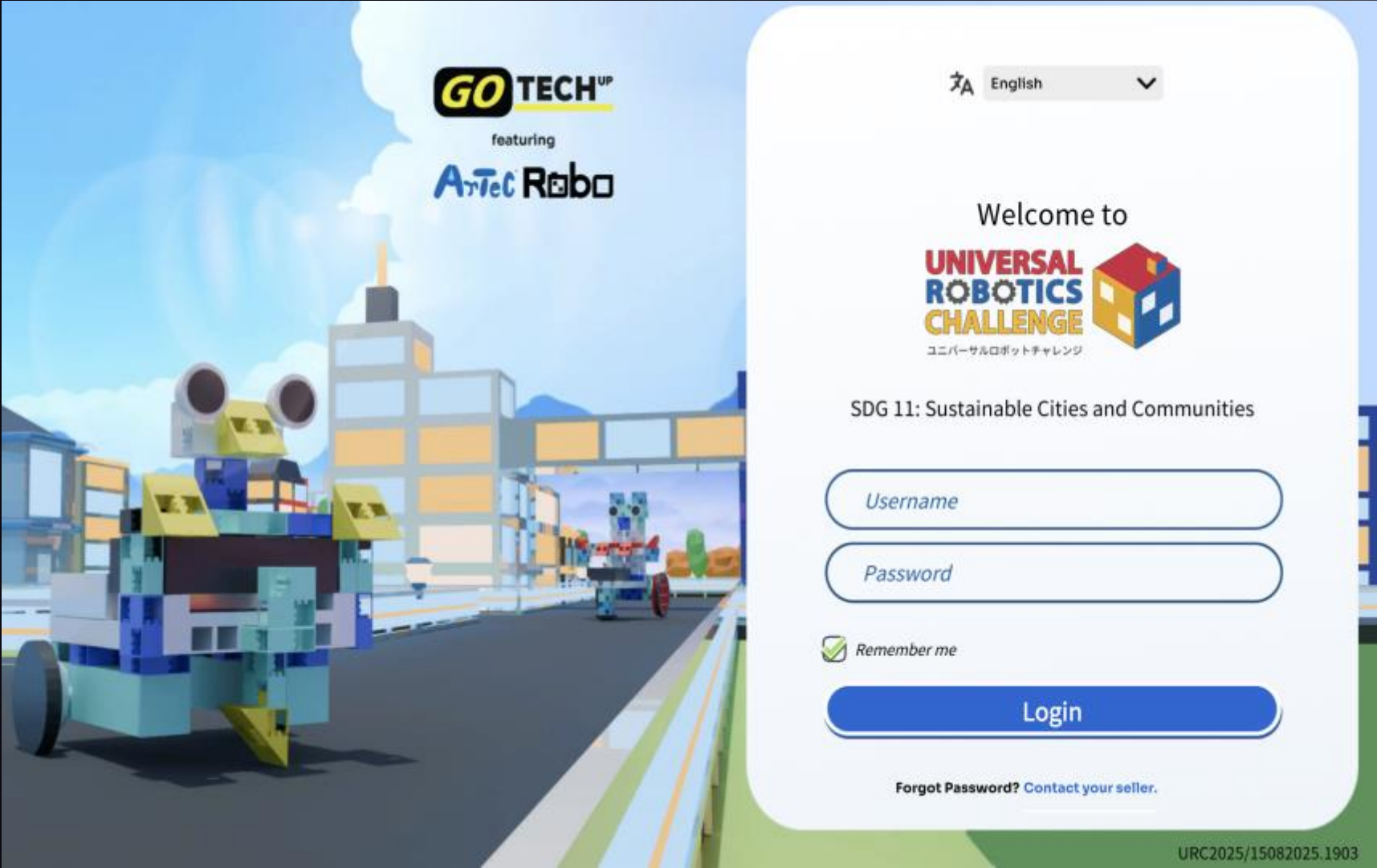Developing interactive games accessible through web platforms.

Participants

Mentor: Naya, Fatwa, Samsoo

intern : Austin, Teddy, Minho

Game

Universal Robotics Challenge (URC) 2025 – Virtual Robotics Competition

URC 2025, organized under the Universal Robotics Challenge banner and powered by GoTechUp in collaboration with ArtecRobo, is a simulation-based virtual robotics competition that engages participants in STEM learning through gamified challenges centered around urban environments

What should we do?

01

Testing

As game testers, we played different builds, identified and documented bugs, reported them to developers, and verified fixes to ensure a smooth player experience.

02

Debugging

As game testers, we debugged different builds by identifying issues, documenting them, reporting to developers, and verifying fixes to ensure a smooth player experience.
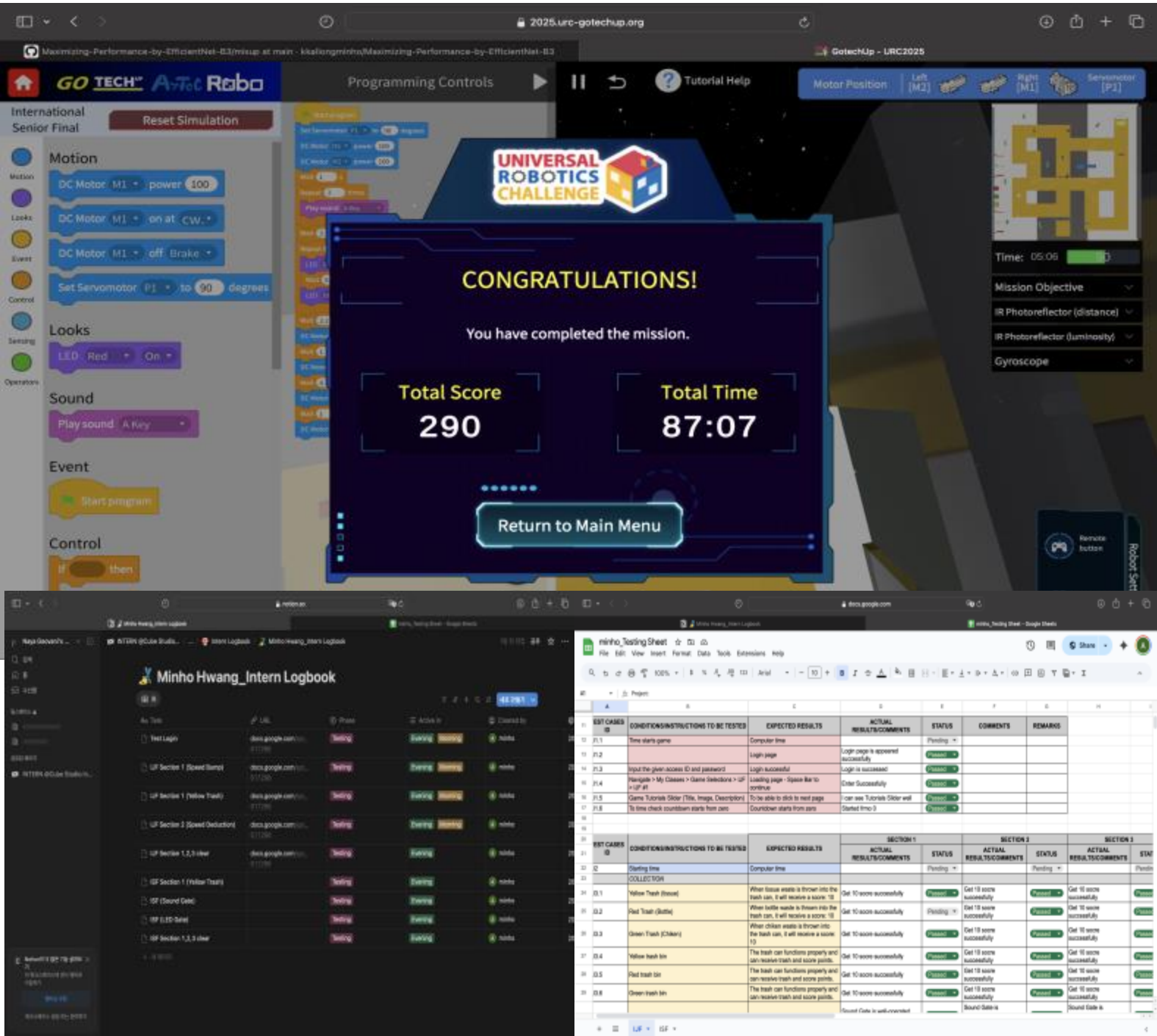
Reporting Debug By G-Sheets

Google Sheet

The debugging sheet documents our game testing workflow.

Each test case lists the conditions to be tested, the expected outcome, the actual result, and the pass/fail status.

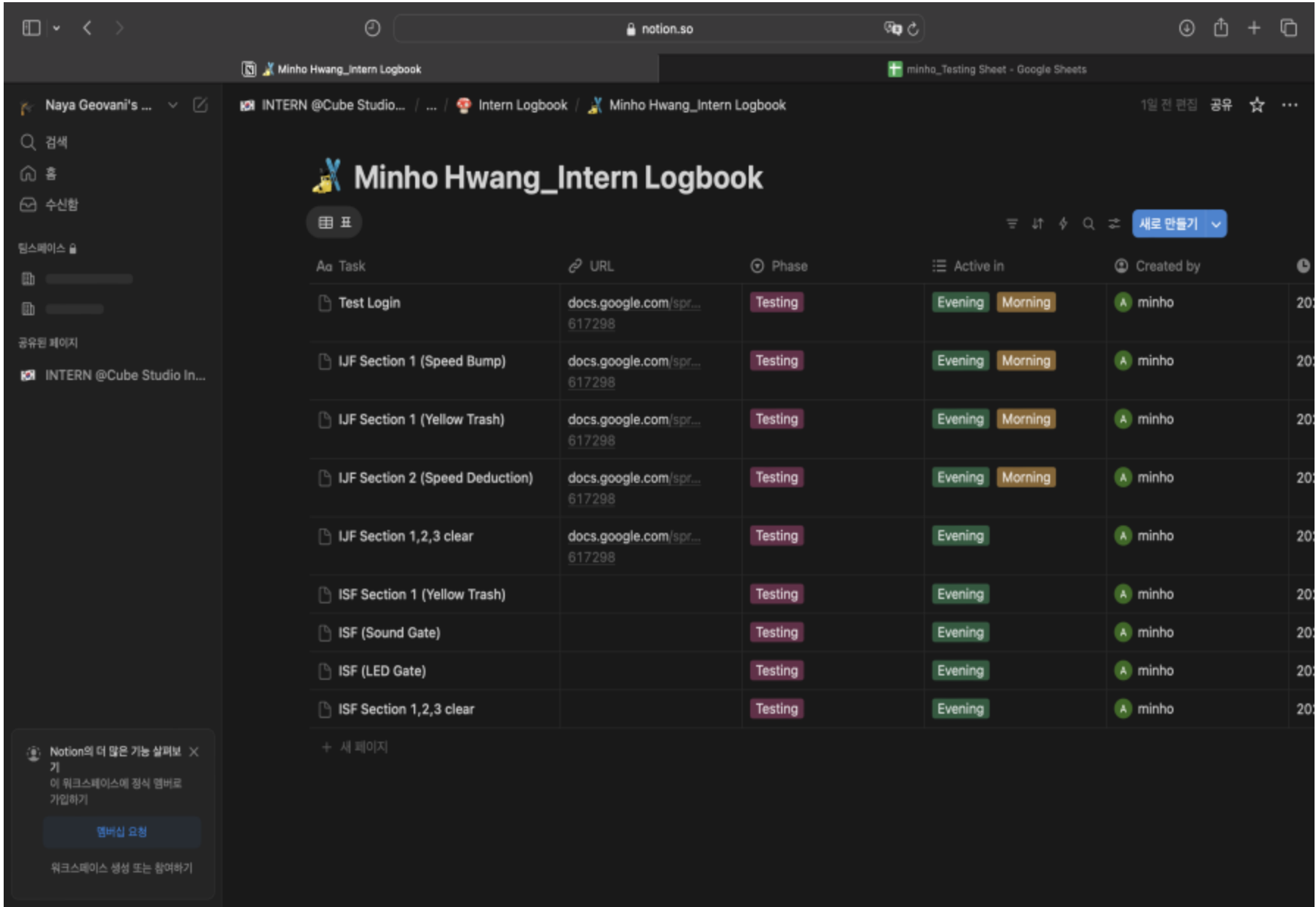This helps ensure accurate bug tracking, clear reporting, and verification of fixes during the beta testing phase.

Sharing on-going status by Notion

Notion

This Notion logbook was used to organize and track our testing tasks.

It records each test case with its URL, phase, active time, and progress, helping us manage the beta testing systematically.

Discuss & Reporting & Scheduling by Discord

We used Discord as our main communication platform to coordinate testing, share server access, and exchange feedback in real-time.
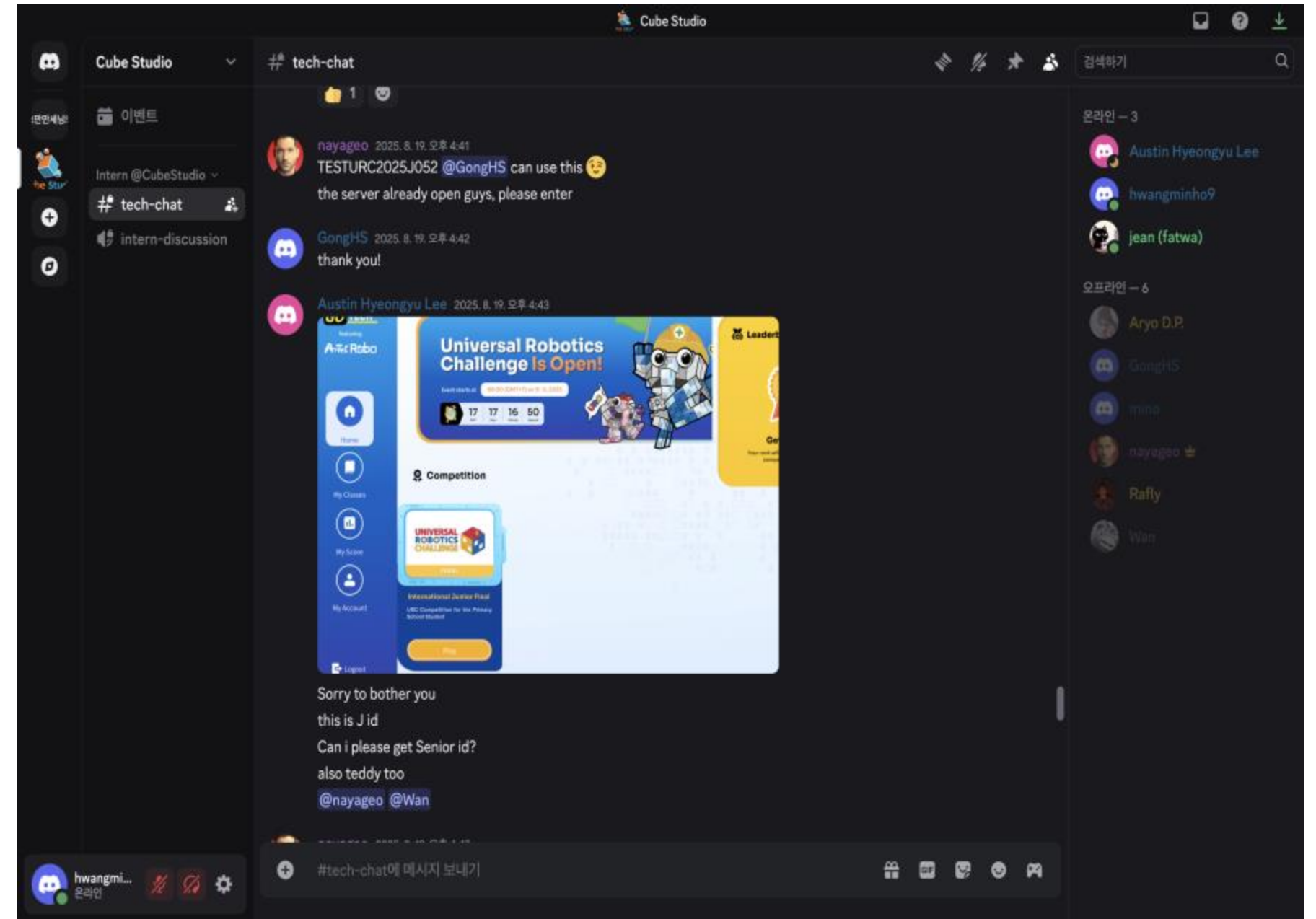
Closing Remark

Austin

"Through my internship in Australia, I was able to improve my English skills and gain valuable hands-on experience with hardware. Here, I had the opportunity to focus more on software, especially game testing and debugging, which gave me a more balanced perspective."

Teddy

I have always enjoyed playing games, but through this internship I was able to see how they are actually made, which gave me a deeper appreciation and understanding of the process behind them.

minho

In school, I often wondered how what we learned could actually be applied in real life, and also how those skills could lead to earning money. During this internship, I was able to experience that firsthand, and it was really valuable for me.

●Tri Kammashi