# Program Overview

| Project Name | xternship 5.0 | |
| --- | --- | --- |
| **Project Scope** | Mentoring program for interns from 2023 July onwards | |
| **Target Audience** | 99x Interns (SE) | |
| **Duration** | 6 Months | |
| **Conducted By** | Uni-relations Innovative | |
| **Key Objectives** | a. Learn about cutting-edge technology | |
| | b. Develop professional ties with industry leaders | |
| | c. Interns should learn the fundamentals of each evaluation criterion within the given six months of training. | |
| **Start Date** | 31$^{st}$ of July | |
| **End Date** | 01$^{st}$ of December | |
| **Key Structure** | Individual Mentors | Interns will be assigned a mentor with industry experience within 99x to |

| | | |
|---|---|---|
| | | guide them through the program. |
| | Knowledge Sharing Sessions | The program will feature a series of sessions led by organization experts to cover the necessary skills for completion |
| **Process** | Case Study | Each person is required to work with the mentor on the provided Case Study. Each participant must submit their work at the program's conclusion, and a jury will assess it. |

# Evaluation Criteria (Basic Requirements)

| Criteria | What will be evaluated | Key Objectives |
|---|---|---|
| **System Design** | • Architecture diagrams<br><br>• Should be able to justify the architecture and tech stack selection (Encouraged to choose at least 1 new technology for the intern) | • Understand and apply best practices in system architecture design.<br><br>• Demonstrate the ability to analyze complex problems and design effective solutions.<br><br>• Create system designs that are scalable, efficient, and maintainable. |
| **Implementation** | • Use of basic programming concepts like OOP.<br><br>• Use of design patterns<br><br>• Use of software design principles like SOLID/DRY/KISS | • Develop hands-on coding skills in relevant programming languages and technologies.<br><br>• Write clean, and maintainable code. |
| **UX** | • Simple and user-friendly UI designs | • Design intuitive and user-friendly interfaces. |
| **Quality** | • Code quality<br><br>• Unit testing<br><br>• Security<br><br>• Performance | • Strive for code quality and adhere to coding standards and best practices<br><br>• Implement testing strategies, like unit testing and UI testing. |

| | | |
|---|---|---|
| **Cloud Service** | • Encouraged to use at least 1 cloud service | • Understand cloud-based services and resources (e.g., databases, containers). |
| **Delivery** | • CI/CD<br><br>• Deployments | • Meet project deadlines consistently and effectively manage time.<br><br>• Demonstrate the ability to plan and prioritize tasks to achieve project goals.<br><br>• Communicate progress and challenges to mentors and team members. |
| **Documentation** | | • Create comprehensive and well-organized documentation for projects and processes.<br><br>• Ensure documentation is clear, concise, and accessible to team members.<br><br>• Use documentation as a resource for knowledge sharing and onboarding. |