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CSE 197

Professor Minnes

Alternate Written Assignment

I really enjoyed my summer internship at Animate Objects because I got to experience how it feels to do what I want my career to be. My dream job is developing video games and that is exactly what I did this summer at Animate Objects, a start-up company located in Miramar, San Diego. I got to work on two main projects in teams of around five or six people. My duties included level designing, writing C# scripts, and play-testing.

On my week two piazza post, I talked about how I learn better by doing rather than by reading. Over the past ten weeks of my internship, I found out how true such statement is for me because I have realized that I do not remember well when I try to learn something on paper. For example, I used SourceTree and BitBucket so we can pull and push our code to the origin master. When I took CSE 15L, I was not quite sure how that all worked, but now that I used it in my internship, I have a much better understanding of the concepts. On my week six piazza post, I mentioned that I landed my internship because of connections that I built around campus and not necessarily because I was the most experienced candidate. The people you know are extremely important because that is almost always better than expertise or experience. One question that I will try to answer is, “What kind of people do you need to know to have a higher chance of landing a job after graduation?” This upcoming year at UCSD will be my last year as an undergrad student. After graduating, or even before, I will try to look for jobs and I will keep such theme in mind. I will try to build connections with important people and even with people who might not have the same interests as me. Reaching out to different people will hopefully make it easier for me to find a job after college.

My summer internship has helped me develop goals that I might have not had in the past. Thanks to experiencing what it feels like to develop video games in a team, one of my goals now is to be the lead developer of a video game. I had a lot of fun following orders and contributing in any way I could, but I would also like to see what it feels like to assign work to others and put everything together. The lead developer of my team had great ideas that were never ignored and always attempted. I would like to have this power someday because I feel like I have a lot of great ideas that might not seem good on paper but will be great once implemented. Another goal I have thanks to this internship is to be able to show my creativity once again by being a level designer. While working on our first project at Animate Objects, I was assigned to be the person who creates levels. I really enjoyed this position because it was a mix between front end and back end developing. Hopefully I get to be a level designer again because even after designing over 90 different levels, I still had the motivation to make more. After my summer internship at Animate Objects, there is no doubt in my mind that I want to be a video game developer in the near future.