

# Game Developer Jr Example

## Institutional Description

This Argentine technology startup designs and develops educational video games for schools, companies, and other educational bodies in order to transform the way that we learn. Focused on STEM subjects, the startup transforms learning by creating digital-play experiences that provide the key skills of today and tomorrow. Their unique methodology is three-fold. First, they empower users to sharpen their socio-cognitive and emotional skills, providing an interactive, challenging, and personalized environment, to incorporate them through practice. Second, they integrate the content and knowledge that interests users by offering a gamified solution tailored to their needs. Finally, they offer a continuous metrics and evaluation system to visualize individual and group performance, allowing for concrete improvement plans.

## Description of Project(s)

We develop educational videogames following the SCRUM methodology with weekly tasks to fulfill a final objective, the Milestone. The intern's milestones are the prototypes of the video games we develop.

Approximately, the interns' tasks will be the following:

- Week 1: Download and prepare the development environment. (GitHub and Unity) Start the documentation of the first game.
- Week 2: Start programming the prototype of the first game.
- Week 3: Continue programming the prototype of the first game & Start the documentation of the second game.
- Week 4: Kick off the first game and feedback & Start programming the second game.
- Week 5: Continue programming the second game && Start documentation of the third game.
- Week 6: Kick off the second game & Start programming the third game.
- Week 7: Continue programming the third game.
- Week 8: Kick off the third game & timeframe.
- During the whole process the intern will be working side by side with programmers and pedagogues, working on the documentation as well as the programming of the games.

## Anticipated Product/Outcome

The expected results are three video game prototypes that meet the company's quality expectations.

## Special Considerations

We expect the intern to be able to:

- Work autonomously.
- Manage his/her time and tasks to achieve deadlines. Self-management.
- Work with other team members.
- Proactively search for solutions when daily problems may arise.
- Ask for help when needed.

We encourage horizontal work, so there is always a place for new ideas and suggestions across our processes and products. We are certain that the intern will learn exponentially from her experience at our company. We are excited to start our work together!