

Internship Report

CyberConnect 2

Date: June 23 – July 18

Job description:

Participate in meetings

Miscellaneous chores

Daily reports

Study 3D animation

Game testing

Studying and researching industry information

Work on project decided upon (3D animation)

Work Schedule:

Mondays – Fridays/9:00 – 18:00

9-10	Company wide meeting on Mondays
10 -12	Work on various projects
12-1	Lunch
1-6	Continue work on projects
6~	Cleaning, daily report, meeting

Other meetings and seminars:

Game pitch presentation meeting

Seminar on game development processes

Comments:

As an intern at CyberConnect 2 I mainly studied 3D animation. I caught a glimpse at the inner workings of a game company, processes of game design and learned about Japanese business etiquette. Usually the internship program is 4 months. As animation and game design all require quite a bit of time investment, I felt 4 weeks was not enough to learn what they had to offer. Since most of the employees at the company do not speak English, and daily reports are written in Japanese I was able to practice my language skills and improve. It was a challenge that was definitely worthwhile.