



## Computer Sciences Internship Information – Spring & Summer 2017

<b>Business Name</b>	Kaylune
<b>Internship Position</b>	Programing, design & security – unpaid internship
<b>Contact Person</b>	Kayla Parker
<b>Phone number</b>	
<b>Email address</b>	<a href="mailto:support@kaylune.com">support@kaylune.com</a>
<b>Website</b>	<a href="http://www.kaylune.com">http://www.kaylune.com</a>

### Address

### Project duties and tasks:

Intern duties will involve following design documents to create interactive features for Kaylune.com. For the duration of the internship, they will complete a HTML5 Dress Up Feature and many HTML5 Games. In addition, they shall manage debugging and oversee testing. The expectation is that they will finish two HTML5 games. If the intern finishes the dress up feature and two games earlier than expected, they will be tasked with creating more HTML5 games for the remainder of the internship. We are looking for an intern who is willing to work **10-15 hours per week**.

Intern will work in a team environment with other programmers, along with artists and writers to design and implement these features. They will learn the process of the company's pipeline from start to finish and develop valuable collaborative and problem-solving skills. The proposed projects will help to solidify class learning of databases and data structures in an industry setting. These projects can help teach concepts and languages that may not be taught in a traditional computer science class as well as give the intern exposure to how to apply the skills they have learned in their classes.

In order to ensure that the intern learns as much as they can, the focus will not only be on completing the projects but also on the intern learning and experimenting how to implement various parts of the project. Through experimentation and discussion with other programmers, the intern can learn best practices for the types of things they are programming and understand why things are done in specific ways.

### Preferred skills& technical knowledge:

PHP, MySQL, Javascript, HTML5

### Additional information:

This internship requires the ability to communicate succinctly and effectively over written electronic communications because the company has no local presence. Staff members are dispersed throughout various areas of the United States, so there is an expectation of being able to effectively communicate through instant messaging and other written electronic communications. The intern also must provide their own laptop, desktop, or other device that can connect to the internet, edit code, and accomplish their programming tasks.

The programming department head (Kristina Spring) and site administrator (Kayla Parker) will oversee the intern. This entails giving assignments, keeping track of deadlines, and overseeing the collaboration between the intern and other staff. The intern will also have weekly meetings with the aforementioned people at a set time to discuss their progress with each assignment.