Sample Blog Post

A week-long trainee shares their experience at a software development consultancy

Day One

I set-up my work email, github account and my computer. Maria introduced me to the idea of agile methodology and taught me more about the thought process behind software development.

I asked the team some questions about how they where introduced to coding, what their favourite programming language is, and discovered that most of them wanted to get involved with coding because of video games, just like me. Then I received my tasks for the week.

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Day Three

Did a lot of research into python and more specifically pygame, the python plugin that I'm using for the graphics. Continued experimenting and doing tests on my games.

I added a lot of new features to my first game, which was just called "clicker game", such as a shop, double points and autoclickers. Adding all these new features and this being my first game, there was a lot of bugs.

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Day Five

I began my last day at the company by finishing "PY Paint" the game which I wrote yesterday, and kept trying to fix all the many problems in my first game, "Keyboard Smasher".

After the daily 11 o'clock meetings, I continued adding new features to PY Paint, Barnaby suggesting that the scroll wheel changes the brush size and after some research and testing, I got it working. I also added an eraser feature.

I learnt so much while at the company and the week went by so quickly, I really enjoyed my time at the company. They got me more interested in coding and I enjoyed every second of it.