



INTERNSHIP EVALUATION BY THE INTERNSHIP PROVIDER

The Student

Name: Robert Peters

Student ID: 2210601017 date of birth: 23.05.2001 in Vienna
completed an internship from: 15.07.2024 to: 30.11.2024
totaling 669 hours (total working time) at our company.

Company, Phone Number, E-Mail:

Kissaki Studios GmbH, +4916096973182, Stephan@kissaki.de

Tasks & Projects Completed:

Robert Peters made significant contributions to our project *Mindbug Online*, a dueling card game available on the platforms: Steam, Google Play Store and Apple App Store. Within the scope of his duties, he successfully undertook and executed the following tasks:

- **Expansion of the Achievement System:** Integration of new achievements and connection to the Steam achievement system.
- **Project Management:** Conception and setup of a test board in our new project management tool.
- **Test Case Description:** Development and documentation of test cases.
- **Bug Report Consolidation:** Consolidation of bug report functions from the client, the support mailbox and the bug forum on Discord.
- **Trade Fair Support:** Support of the booth team at Gamescom 2024, including setup and dismantling of the trade fair stand, visitor assistance, and technical support for the demo stations.
- **UI Optimizations:** Adaptation of the emoji UI in the client as well as conception and implementation of the reward UI.
- **Bug Fixing Support:** Pre-qualification of incoming bug reports, assignment within the team and active participation in fixing bugs.

Summary:

The student has achieved the project goals as defined.

Assessment by the Supervisor at the Company:

His work was a significant contribution to the further development and optimization of *Mindbug Online*.

Robert Peters demonstrated his diverse skills and commitment throughout his work on *Mindbug Online*. He is capable of independently conceiving and successfully implementing his own systems. He particularly impressed with his excellent knowledge of C# and Unity. He also worked independently and efficiently in the backend and with databases.

His tests were precise and focused, and he communicated potential sources of error clearly, transparently and with clear prioritization – many of which he was able to resolve independently. He also actively contributed to the organization and execution of community events and participated in them. These experiences enabled him to not only explain the game fully and convincingly to visitors at Gamescom 2024, but also to motivate them to try it themselves.

Robert Peters consistently demonstrated the ability to communicate with the community about the content of *Mindbug Online* and to actively interact with it. In doing so, he supported the qualification of feature requests and bug reports via Discord.

Within the team, he demonstrated excellent collaboration with colleagues from various disciplines including programming, graphics, sound and VFX. He completed his tasks independently, effectively and reliably. Even in the partly remote working environment, he impressed with his sense of responsibility and proactive communication, which underscored his ability to work in a team.

Robert Peters took on responsibility independently, contributed his own suggestions and demonstrated a remarkable ability to learn when familiarizing himself with existing code structures. His excellent English skills enabled him to fully integrate into our international team and to collaborate intensively with the Discord community.

His dedication, professional competence and strong communication skills made him a valuable member of our team.



Stephan Heim, 08.01.2025,

Supervisor at the Company (Name in block letters, Signature, Date)