

Maryland Esports Training Academy

TeamMETA Internship

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Overview

- Introduction to Company
- Work Week by Week
 - Tasks
 - Discussions with other Staff
- Challenges Faced
- Classroom Experience
- What I've Learned

What We Do

Maryland Esports Training Academy or TeamMETA hosts many gaming tournaments to create an environment where college students can compete at a high level and be recruited for eSport Organizations

Team Size

Positions range from administrators to coaches to players for company teams.

Though there are various positions none are large enough to have team sizes, meaning I primarily handled everything to do with the website, assisting other people when needed.

I worked with the graphic designer, and assisted training the tournament manager

I also was assigned tasks from my boss, who is the CEO of TeamMETA and briefly another developer.

Weeks 1 & 2

Tasks:

- Re-Familiarization with website and goals
- Customer service for schools

Discussions:

- Future prospects of player stat module to be added
- Learn certain languages
 - React
 - PostgreSQL
 - GraphQL
- Timelines

Weeks 3 & 4

Tasks:

- School Recruitment
- Familiarizing/Training other employees with using our infrastructure
 - Discord
 - Website Admin Functionality

Discussions:

- Stat Module recalled
- Focused on getting tournament running

Weeks 5 & 6

Tasks:

- Designed Discord Functionality
 - Community Hub
 - Staff
 - Academy
 - College Invitational
 - High School Invitational

Discussions:

- Met with graphic design to best incorporate our colors and assets into the discord
- Early tournament rulings
- Suggested programming discord bot

Week 7 & 8

Tasks:

- Learning Website Builders
 - Not the same one as the college tournament site
- Adding requested modules and implementation of
- In a state of limbo until boss approved

Discussions:

- Began messaging and coordinating work a newly hired dev with my boss

Week 9 & 10

Tasks:

- Created list of things we needed to progress in the website
- Created looks of what the website could be with TeamMETA assets

Discussions:

- Had a few meeting with the other dev and graphic design

Week 11 On

Tasks:

- Assisting wherever needed
- Graphing Data
- Assisting customer service part of the tournament

Discussions:

- No meetings
- Frequently had to ask for spare work from other employees

From Salisbury University

- Software Engineering I & II (COSC 425 & 426)
 - Client Interaction
 - Widget/Tool Integration

- Database (COSC 386)
 - ER Diagrams
 - Reading/Writing to Databases

Challenges

Communication

Workload Distribution

What I've Learned

Work in computer science may not only be CS work

- Communication / Coordination
- Planning

Employer-Employee Relationships

- Required to have clear expectations both ways