



## **Company report**

Course coordinator  
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Spring semester  
2025

## **Company report – reporting of internship**

## Final report internship course,

Bachelor Program in Computer and System Sciences, 180 p

### 1. Student:

Name: Jacob Hjorth
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### 2. Organization:

Name of supervisor: Zachary Sandquist	
Phone: (+1)469-408-0442	E-mail: zach@credenziostudios.com

## Reporting

In this document you, as the supervisor, shall describe the internship performed by our DSV-student.

### Purpose of the internship course

The course aims at imparting knowledge to students of how different computer and systems sciences theories and methods practically are used within industry, public administration or other organizations. It provides, moreover, the opportunity to explore and gain experience of the world of work and establish contacts that can help students in their future career choices.

### Intended learning outcomes for the student

For your information, this is what the student is expected to report:

- Account for and reflect on your internship. Write down your insights on the practical conditions of employment in the organization where you have done your internship.
- Reflect on the conditions of working with computer and system sciences tasks in the organization where you have done your internship.
- Describe and analyze this organization's working procedures.



### Company report

<p>Name of organization:  <b>Credenzio Studios LLC</b></p>	<p>Organizational affiliation (department, e.g.):  <b>Programming Team within the Technical Department</b></p>
<p>Describe the company and the context in which the student completed his/her internship.  <b>Credenzio Studios works on all aspects of video game development from programming to 3D Modeling. While interning at Credenzio Studios Jacob worked on a few mechanics for our upcoming game Demo (namely a praying mechanic and our NPC/AI Shadow System) while participating in daily stand-up meetings.</b></p>	
<p>Describe the various tasks that the student performed, and indicate the approximate time required for the different tasks (%).  <b>Praying mechanic prototype 10%</b>  <b>NPC/AI Shadow System (System in which players can have an NPC/AI perform tasks for them while offline) 70%</b>  <b>Other (Planning, researching, documentation, debugging, testing) 20%</b></p>	

According to you, as the supervisor, how did the student perform? What is your overall assessment of the student's performance and deliveries? What is important for the student to think about in the future?

Jacob was exceptional and a great addition to have while he was at Credenzio Studios. He is a highly talented individual who brought a great new perspective to the team and made significant contributions to the systems he worked on. Everyone who worked with Jacob has had nothing but great things to say. It is important Jacob keeps improving and maintaining his programming and game development knowledge to keep himself competitive within the industry, he is going to go far!



Has the student completed the internship of 360 hours (full-time or part-time)

Yes:

No:

This is to certify that the above information is accurate and correct with regard to tasks and hours. The assessments that I have made have been checked within the organization that I represent.

**Date, location and  
signature (by hand or  
digital):**

5/20/2025 1043 Eagle Dr, Loveland, CO 80537, USA

DocuSigned by:  
*Eachary Sandquist*  
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