MICROSOFT
INTERN FEEDBACK FORM

Name Rudi Cilibrasi Group AT-ACT

Mentor Bruce Johnson Date 8-29-94

Group Manager On Lee

1. Intern should fill out performance review and then send to mentor.
2. Mentor should complete performance review.
3. Intern and mentor should meet to discuss the review.
4. Please forward a copy of this review to your intern's recruiter and the intern's group manager.

EVALUATION OF GOALS AND OBJECTIVES

Evaluate performance of the goals and objectives .

GOAL/OBJECTIVE:

Creation of vector/matrix math library for use in graphics. Primary concerns were speed, ease of use, and syntactic clarity. The basic library was completed in about a week; It has been evolving throughout the remainder of the summer.

INTERN'S EVALUATION:

This seemed to turn out well; I managed to make a library which, I think, superseded efforts in the past. It was successfully used in several other later projects, with good results overall. I believe the choices I made have helped to prevent many common bugs from happening, and have allowed for optimizations which are impossible to achieve with earlier libraries. C++ was pivotol in the design of this library, and incomplete template support by our MSVC++ compiler proved problematic, but surmountable.

MENTOR'S EVALUATION:

Rudi was asked to implement a generalized vector library for use by the animation software. Rudi accomplished this task very rapidly and it has proven to be very important for our animation software development efforts.

GOAL/OBJECTIVE:

Peedy-the-parrt/Stanley-the-bird demo project for DE

INTERN'S EVALUATION:

This project was originally meant to combine DE, the Drawing Engine, the Sprite.DLL, and COM into one smoothly interworking demo. My opinion is that this was a bad idea, at least at this stage, because of the wildly divergent design directions of each of these projects, and so they did not mesh well together. We first decided to eliminate the COM aspect for the demo, and later decided to do away with the Sprite.DLL part, and thus finally managed to produce a passable bird flapping about the screen eating moths and whatnot. The demo was not very gratifying, though, because our hardware (or software) lacks the power to do general shaded rendering at the speeds necessary for smooth full-screen animations.

My role in this project was that of primary core coder. I designed the basic control system, event scheduler, and behaviour routines. Additionally, I was the primary coder for the necessary 3D Studio file converter, so that we could import animations.

It is unclear what the future status of this demo will be. I think it has revealed something about the interoperability of some of our products, and has caused DE to improve quite a lot.

MENTOR'S EVALUATION:

Rudi played a pivotal role in the development of our demonstration. He coordinated the efforts of other team members and was charged with the integration of all software components. Rudi was very diligent in this role and the demonstration's success is largely due to his efforts.

GOAL/OBJECTIVE:

WinG sample application - R-Cycles, a Tron-style light-cycle game.

INTERN'S EVALUATION:

The WinG group is planning to ship their product soon, and due to severe time constraints, has been unable to make interesting sample applications. I decided to use WinG to demonstrate a real-time smooth-scolling palette- animating video game, with algorithmically generated music and artificially intelligent computer opponents. Altogether, it has been a fun project, and I think it is a fun game. Others have suggested that it is more addictive than solitaire; this I take to be a good sign. It will completely supersede at least one of the sample apps that were previously included with WinG, and should hopefully help to convince game developers that WinG can be used to do fast-paced action games without too much hassle.

MENTOR'S EVALUATION:

Rudi was freed from external development constraints and allowed to develop this application as he would like. The results are a very interesting game with interesting (and fun) interaction.

GENERAL COMMENTS AND PERFORMANCE STRENGTHS AND WEAKNESSES

INTERN'S COMMENTS: Feel free to comment on your work assignment, this review process, or the company as a whole. Please comment on your performance strengths and weaknesses as shown in the work you have done during the internship.

The main assignment of the summer, the Peedy/Stanley project, was somewhat uninteresting; though I especially enjoyed the mathematics I learned (i.e., quaternion interpolation etc), I found that most of the actual time spent in the project was with rather mundane details. That is, trying to get incompatible libraries to work together, or trying to figure out where the errors were in file format specifications, etc. I often found it frustrating to use our compiler as well, because it only half-heartedly supports templates. Further, I think our overall programming environment is lacking -- this caused me no end of misery. I attribute these problems primarily to the problems that are (currently) intrinsic to the group I joined - our purpose is not as well defined as many of the “product groups” at Microsoft, and thus our overall objectives are not always so very clear.

On a more positive note, I found the variable working hours and open scheduling quite handy, and I also enjoyed the freedom I was given to go in directions that I wanted (to some extent).

I think that my own personal strength is primarily coding skill. I think that I have a strong grasp of C++ as well as C, and have been able to help many members of my team with occasional programming questions or concerns. I think that my weakness is general intolerance for environments which I perceive to be sub-optimal. I can easily get annoyed to the point that it reduces my overall productivity when my programming environment exhibits idiosyncratic, unexpected behaviours. This gets on my nerves. Finally, I think that I tend to not work as well under some constraints; having to use certain libraries or protocols can really irk me, and this can sometimes reflect itself in the code which I produce.

MENTOR'S COMMENTS: Note any additional comments regarding individual accomplishments or performance trends. Please note specific performance strengths and weaknesses shown by the intern during the internship.

Rudi is a very strong code developer. He has a strong grasp of the language and the development tools. Rudi is very eager to accomplish tasks and is persistent in solving problems. Rudi has also shown an ability to take algorithmic descriptions (as described in papers or texts) and decompose them into working software.

I would agree with Rudi that his weakness is an intolerance for sub-optimal development environments. Rudi is more inclined to solve all of the global problems before attempting to solve the directly relevant task. (However, this could also be viewed as a strength in some circumstances).

Mentor:

Please mark the most appropriate performance description:

Outstanding __XX_____ Meeting Expectations _____ Needs Improvement _____