Microsoft | http://microsoftnewengland.com/students

- Emily Taintor (Human Factors, Engineering Education, 2015)
- Foundry Design Intern
- Full-time, 40 hours per week
- Paid

What do you do as an intern at this organization?
As a Foundry Design Intern, I worked on visual, interaction, and user experience design on a team of 5 (four developers and me).

How did you find your internship?
I applied to an open Microsoft position in Seattle. They wrote back to me and said the position in Seattle had been filled, but asked if I would be interested in the Foundry program in Cambridge instead. I also have a friend who did the program in the summer of 2013 who told me about it.

What do you enjoy most about your internship?
Because the teams are so small but the company is so big, you get a lot of ownership over the product and get to make important decisions about it, but you get to utilize the resources of an amazing, massive company.

What do you find challenging?
Because they want the interns to take ownership, there is not a lot of oversight, which was awesome most of the time. However, sometimes the amount of responsibility we had was daunting and some guidance would have been appreciated, but the resources were there if I had really needed them.

What advice would you offer to someone who wants to make the most of an internship like yours?
Throw yourself into the work; if you are working the minimum number of hours and design questions and inspiration aren’t popping into your head while you’re falling asleep at night, you’re not diving in as deeply as you could or should be.

About the Organization
Microsoft
Cambridge, MA

The Foundry invites University students studying computer science, design & Human Computer Interaction, and related fields to Microsoft New England for an internship like no other. This intensive program centers on building apps for Microsoft’s newest and most exciting platforms and devices.