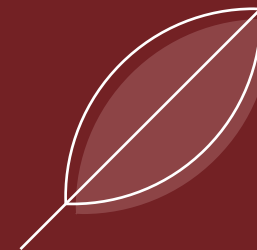


MYTONA INTERNSHIP SP2025





MYTONA

**Build a Data
Editor**



- Mytona is a privately held video game development and publishing company headquartered in Auckland, New Zealand.
- Founded in 2012 by twin brothers Alexey and Afanasiy Ushnisky
- Specializes in creating story-rich and visually stunning games.
- Offers localization services, user support, and live updates.
- Mytona employs roughly 1,000 individuals worldwide.
- Cooking Diary won the "People's Choice Award" at the 15th International Mobile Gaming Awards in 2019.

Chef and Friends



Raven Hill



OutFire



Cooking Diary



Cooking Diary Gameplay



Seeker's Notes



PRODUCTS OFFERED





Here we have an example of how we use ImGui in one of our games. This is our custom-made ImGui editor that enable us to manipulate objects in real-time. Here the user opens the pause menu and adjusts the position of a button and then clicks to view some JSON data. This all helps us to quickly debug and tweak game elements without needing to restart the application, saving us a lot of development time.

~ Video On Next Slide ~

My Specific Tasks and Responsibilities

- Make a Localization Importer Tool in Dear ImGui, that allows applications to be displayed and used in a different language.
 - Create an empty application window using OpenGL. Perform integration of Dear ImGui library into the basic OpenGL program, and draw an empty window for the localization importer.
- Enable Google Authentication (OAuth 2.0) and Google Drive, Sheet API
 - Set up a new project in Google Cloud Platform console.
 - Enable Google Sheet API.
 - Set up a new OAuth Client Credentials.
- Integrate an HTTP/HTTPS requests library.
- Integrate a Json reader/writer.
- Implement Localization importer.
- Error checking.
 - Localization data is usually translated manually by different translators. The insertions of the data into Google Sheets are usually manual too. This means there will likely be errors made by humans.

Challenges I Faced During Internship

- Using Visual Studio instead of Visual Studio Code. I did not know there was a difference.
- I was using a MacBook initially which caused issues during collaboration with mentor instructional videos or videos I was seeking on my own via YouTube etc.
- Being a part of an International Team that was mainly based in Auckland New Zealand. They are 16 hours ahead of EST.
- Creating a program that can parse an excel sheet/.csv etc. file into a data structure to be used for the localization tool. I was having issues with non-English characters, with no errors.
- Implementing a Hash Map data structure. Which helps with, Fast lookup of translations, Mapping original → localized text, Duplicate prevention - Automatically enforces unique keys, Scalability - Efficient even with thousands of entries, Flexibility - Easy to update, insert, or delete mappings.

How My Academic Experience Helped During The Internship

- Applied C++ knowledge from data structures and OOP coursework
- Prior experience with Git and terminal workflows helped with SSH setup
- Using different libraries to parse the required data like `fstream` – general files stream, `stringstream` - .csv, `getline` – get lines.

What I Learned From The Overall Experience

- What ImGui is and what it is used for.
- That developers don't just make tools for customers, but for other internal engineers as well.
- There is a lot of collaboration that takes place on a project and there can be edits to the original plan.
- Asking for help is the okay. It's better to ask for help versus taking too long to resolve the current step.
- Visual Studio is better suited for large-scale projects and is preferred over VSCode.
- JASON is used more than I thought.
- Having a Windows machine makes collaboration seamless versus being the only teammate using a Mac.
- Knowing how to parse different languages besides English is VERY IMPORTANT!
- Getting a little experience seeing how back-end works with front-end.
- Mytona uses their own Game Engine that works with ImGui. I did not work with this software.Yet 😊



The End

