My internship report

At an architect's office

The business where I enjoyed my wonderful three weeks of fun, was founded in 1961 and employs about 30 employees and it distinguishes itself with their extraordinary architecture.

Every morning I went to the office at 9 o'clock. Most of the time I did some work on the computer and calculated areas in an excel-list. The assistants helped me when I had some questions about anything. The colleagues gave me different work to do and I learned very interesting things about statics, architecture and other important parts of the building industry.

I built a model of a two storey-tall building in Sketch-Up. In this program, you draw lines which form areas, which in turn, after a certain period of time become buildings.

From 1 o'clock until half past 1 o'clock, there was a lunch break when all colleagues ate food they had brought themselves, and warmed this food up in a microwave. Apart from the undercooled room and the microwave that could not really warm the food up properly, I really enjoyed my time there.

But apart from that, I did not sit in front of the computer the whole day, but I was taken to some building lots in Frankfurt, where the structural engineer and architects examined the things that were being built.

Concluding, my internship was really helpful to learn interesting things about architecture. Now I have a clearer idea about my job after school.

Summary

What you need: When you work in an architect's office, you have to be patient, because sometimes, you don't know how to finish a project. You also have to be good at mathematics and physics.
What I learned: I learned how to calculate areas in an excel-table. I also learned how to build a model with Sketch-Up.
My recommendation: I would recommend an internship in an architect's office for people who are good in math and physics, and are interested in architecture.

Rating: ★★★★☆