"Introduction to the Theory of Computation" by Michael Sipser: This book provides a comprehensive introduction to the theory of computation, including automata theory, formal languages, and complexity theory.

"Clean Code: A Handbook of Agile Software Craftsmanship" by Robert C. Martin: This book provides guidance on how to write clean, maintainable, and scalable code, and is a must-read for any serious programmer.

"Design Patterns: Elements of Reusable Object-Oriented Software" by Erich Gamma, Richard Helm, Ralph Johnson, and John Vlissides: This book provides a catalog of design patterns that can be used to solve common programming problems, and is a valuable resource for any programmer looking to improve their design skills.

"The Pragmatic Programmer: From Journeyman to Master" by Andrew Hunt and David Thomas: This book provides practical advice on how to be a better programmer, covering topics such as software design, debugging, testing, and performance optimization.

"Cracking the Coding Interview: 189 Programming Questions and Solutions" by Gayle McDowell: This book provides a comprehensive guide to the technical interview process, including a large number of practice questions and solutions to help you prepare.