

# **Homework #1**

## **CS & SE 3162**

### **Spring 2019**

#### **Why I should take this class?**

I believe this class is a value add to my professional development so I should take this class based on that fact. I think this for 3 reasons. First, professor Kline has years' experience in the work force and it's clear that he is extremely authentic, so I value his lecture material. Second, he gives fantastic advice, I made it to the final stages of an interview with Google from one of his interview tips I learned in class. I'm hoping to secure the full-time position next week. Third, theoretically the topics we cover in class are ones each of us will face, if we do anything significant with our careers.

#### **Reason 1**

Professor Kline has years of experience and his authenticity is magnetic. On day one of class the lecture material captivated all our attention. This is amazing, for a 9am class on Monday, on the syllabus lecture. The professor didn't give us the run of the mill, first day material reading word for word from the pdfs on eLearning. He gave us a dynamic series of personal stories from his family life, leisure time and professional achievements. He has a strong programming background and a history of entrepreneurship that inspires anyone with a heartbeat to pay attention because the words he has are highly valuable.

#### **Reason 2**

Professor Kline gives great advice. During the first lecture, we made it to the topic of interviewing for jobs. He said most employers will want to know, why we want to work for a company. He said a great answer is, we would like to contribute positively to society and the corporation we are interviewing with does a fantastic job of that. So, we would like to be part of the team that is impacting society in such a positive way. Dr Klyne said most companies believe what they are doing is good for society, it's how they go to sleep at night, so we must market ourselves in that light to establish a connection with their values [Lecture #1, 01-14-2019, Dr. Klyne Smith].

Let's rewind 4 years. I'm just starting my Software Engineering degree plan, and I land a job as a technical drafter at a medium size company. Fast forward to today, I've been programming in the workforce as much as I can, in between drafting tasks to get professional experience writing computer programs. Today, I have 4 years Auto LISP experience and I'm about to graduate with a Software Engineering degree, which is an extremely rare combination. So, I start looking for new opportunities, then I get a call from a recruiter with Google. They are looking for a candidate with strong Auto LISP experience, 3+ years, and a Computer Science degree.

I started the interview process with Google the week before class started, as the only candidate. During my second interview they asked that very question we covered in lecture. Why do I want to work for Google? This question has always stumped me. I think normally I would have given some reason about real life experience or Google is a fun place to work. But that piece of advice in lecture from Dr. Kline made all the difference. I told the interviewer that I think Google is doing great things for society and I want to be a part of that. I made it through the second interview and the interviewer was impressed. Waiting to hear back this week.

### **Reason 3**

After skimming through the syllabus, I can clearly say that this class will prepare us for thinking through the right decisions when we are in the work force. Companies like Tesla and Google are driving Artificial intelligence and space travel to the point where we will probably see self-driving cars in the next 2-5 years as well as the first humans on mars [2][3]. With these technologies so close on the horizon it will be important to build effective systems and to build them right. AI is truly a gift of fire. Along with creating new technologies, comes the rights to who owns the product. Is it the company? The development teams? These are questions I would like to explore further during class. I see similarities between artists and software engineers in this case. Artists who sign with big labels are identical to developers who work for large companies. Both entities work extremely hard creating masterful pieces for large industries. And in the end both the big labels and the corporations own the rights to the labors. I would like to learn more about how much the developers are allowed to retain as their own intellectual property. If we get to the point of augmented stored devices extending our brains capacity for biological memory, then a company could potentially download all the experience we gain on the job and keep it as their intellectual property. This would leave software engineers high and dry, without marketable talents. These are issues to consider before we reach the singularity of full-fledged artificial cognition. If we wait too long, corporations could mimic greedy labels in the music world. Suing artists large sums of money on a trivial breach of contract [4].

### **Conclusion**

To summarize, I feel like this class increases my usefulness to future employers because Dr. Klyne has experience from writing programs in industry and starting his own business that he is sharing with us. Also, he gives fantastic advice that is practical for where we are at in life today. Finally, we are covering scenarios that we will encounter while building software.

### **References**

- [1] Dr. Klyne Smith, Lecture 1, Course Introduction & Syllabus Review, Topic: "Chapter 1.pdf", CS-3162.052, Professional Responsibility in Computer Science and Software Engineering, University of Texas at Dallas, SOM 12.218, 01-14-2019
- [2] Spacexcmsadmin. "Falcon Heavy." SpaceX, SpaceX, 16 Nov. 2012, [www.spacex.com/falcon-heavy](http://www.spacex.com/falcon-heavy).
- [3] "Waymo – Waymo." Waymo, [waymo.com/](http://waymo.com/).
- [4] Paine, Andre. "Virgin Sues 30 Seconds To Mars For \$30 Million." Billboard, Billboard, 4 Jan. 2013, [www.billboard.com/articles/news/1044420/virgin-sues-30-seconds-to-mars-for-30-million](http://www.billboard.com/articles/news/1044420/virgin-sues-30-seconds-to-mars-for-30-million).