

Dear Mom and Dad,

It's been a while since we spoke through the mail, I'm enjoying my stay here at the university. I've spent a little too much time trying out different subjects that I really meshed with. Thankfully I was able to narrow it down to three options. Don't worry, they'll be able to pay the bills. The main focus of them is Computer science. I'd be focusing on a part of science and technology that mainly involves processing information through computers. It's a very future proof study, it will only be more important as time goes on. There's a number of jobs I can do under that field of education and I like the freedom that gives me.

For example, I could be a computer programmer. It's exactly as it sounds like. I would write and test code to allow applications and programs to run properly on the computer. Mainly using a focus of information and coding skills to test it. Such as using algorithms to tell the computer how it sorts the coding easier. Those programs would be given to me by designers or engineers and I'd make sure the computer reads it right. The pay is on average around 80k, plenty to live off of for me until I plan to settle. In the event, I get bored or want to do something else I still have that option to go to another job.

Such as being a web developer. I'd build websites and sell them to businesses and nonprofit groups. The websites I make could even work to be used as references to let get a job in marketing, management, and other similar jobs. This would be in the field of computer applications. It's the one that's piqued my interest the most. Mainly in the graphics department, I always found it so fascinating when people create really cool looking art or breathtaking graphics in games. The creative use and the personality that can be expressed through games such as

“Okami” or the background visuals of “Xenoblade Chronicles” that can capture the hearts of people is quite appealing. The idea of building a cool looking effect or graphic and calling it your own is a wonderful feeling.

A similar feeling can be derived from data mining, using skills from the field of computer architecture which focuses on the structure of the data and assessing the capabilities of it. Being able to dig through massive datasets and propose how strategies supported by the data can be used for public policy, sciences and other fields.

I know the tangent I went on earlier kind of sounds like all the engineering and information technology (IT) stuff I talk about with Dad on occasion. But it’s quite different, Computer sciences are the focus and understanding of the programs. The “why” of the field so to speak. Software engineers in comparison focus on the whole picture, attending the details such as scheduling and the goals of the program. IT meanwhile is the actual use of the program, and solve the problems within the business whenever needed. Alongside making a network from those building blocks to carry out those tasks.

That sums up my experience here so far, I make sure to keep in touch and visit often.

With Love,

Juan Martinez