

**Code:**

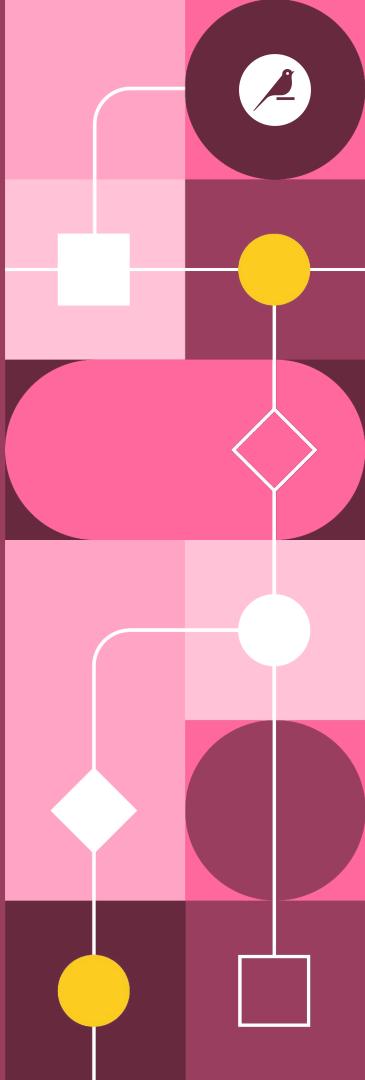
[https://github.com/Gcav66/AI\\_Intro\\_Builders\\_Workshop](https://github.com/Gcav66/AI_Intro_Builders_Workshop)

<http://bit.ly/4jNiyBh>

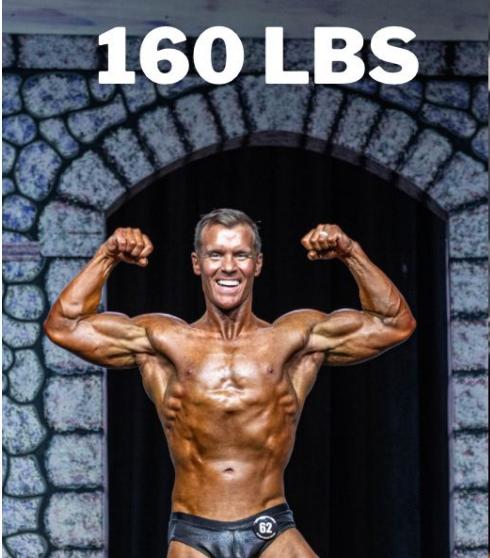
01.

# Demystifying AI: Introduction For Builders & Designers

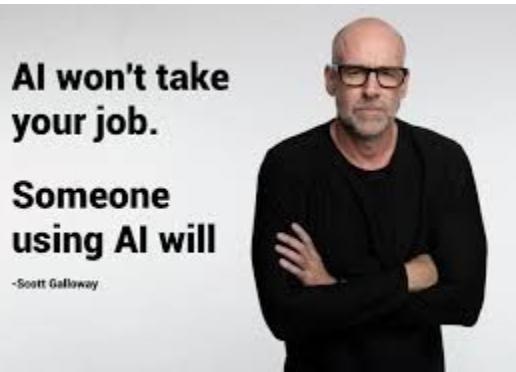
**Gus Cavanaugh**  
**January 2026**



[www.linkedin.com/in/gustafrcavanaugh/](https://www.linkedin.com/in/gustafrcavanaugh/)



# About You



**AI won't take  
your job.  
Someone  
using AI will**

-Scott Galloway



<http://www.clobusinessworld.com>



“  
AI won't replace  
you; a person  
using AI will.”

Joana Teleanu  
AI Product Designer



**“AI won't  
replace you.  
Someone  
using AI will”**



# Which is a python package for data analysis

A. Cobras

B. Panthers

C. Gazelles

D. Pandas

# Which is a python package for data analysis

A. Cobras

B. Panthers

C. Gazelles

D. Pandas

# Excel's VLOOKUP Is Most Similar To SQL's

A. LEFT JOIN

B. INNER JOIN

C. OUTER JOIN

D. RIGHT JOIN

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A. LEFT JOIN

B. INNER JOIN

C. OUTER JOIN

D. RIGHT JOIN

# Which is NOT a ML Library

A. scikit-learn

B. Tensorflow

C. Xgboost

D. Karowinds

# Which is NOT a ML Library

A. scikit-learn

B. Tensorflow

C. Xgboost

D. Karowinds

# Which is NOT a Neural Network

A. Feed Forward

B. Convolutional

C. Perceptron

D. Repeating

# Which is NOT a Neural Network

A. Feed Forward

B. Convolutional

C. Perceptron

D. Repeating

# Who is this?





**A. Sam Smith**

**B. Sam Jackson**

**C. Sam Elliott**

**D. Sam Altman**



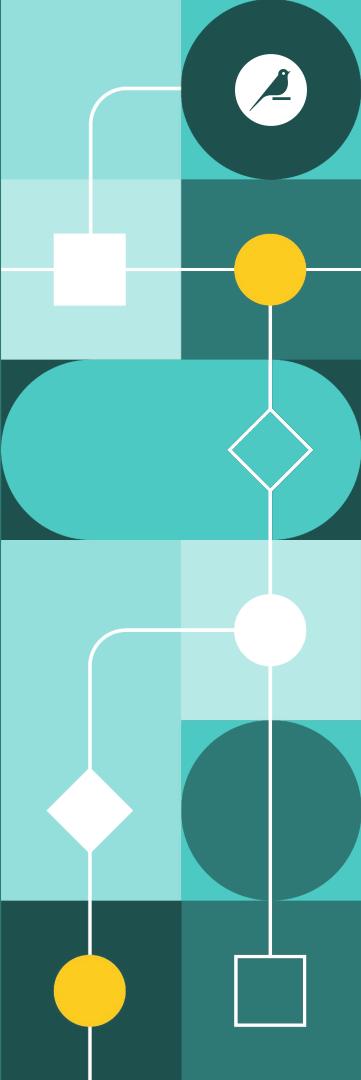
**A. Sam Smith**

**B. Sam Jackson**

**C. Sam Elliott**

**D. Sam Altman**

# Weird Times



# AI Is Upending Jobs. Corporate Tech and HR Are Teaming Up to Figure It Out.

IT and HR departments are coming together to manage the workforce disruption wrought by AI—and quell employee fears around the technology

By [Belle Lin](#) [Following](#)

Nov. 10, 2025 7:00 am ET



Gift unlocked article



Listen (5 min)



# Walmart CEO Issues Wake-Up Call: 'AI Is Going to Change Literally Every Job'

Head count expected to stay flat over next three years, despite growth plans, as AI eliminates or transforms roles

By [Sarah Nassauer](#) [Follow](#) and [Chip Cuter](#) [Follow](#)

Sept. 26, 2025 9:00 pm ET



1263



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Listen (7 min)



# Walmart Wants More Developers, and More AI Agents to Automate Their Work

Executives at the retail juggernaut say they still want to hire software engineers as the company revamps its workforce for the artificial intelligence era

By [Belle Lin](#)  Following

Oct. 2, 2025 1:02 pm ET



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# ***Anthropic Raises Its Valuation to \$183 Billion in New Funding***

The artificial intelligence start-up garnered another \$13 billion as its valuation rose by nearly three times, from \$61.5 billion earlier this year, amid a frenzy over the technology.



Listen to this article · 4:12 min [Learn more](#)



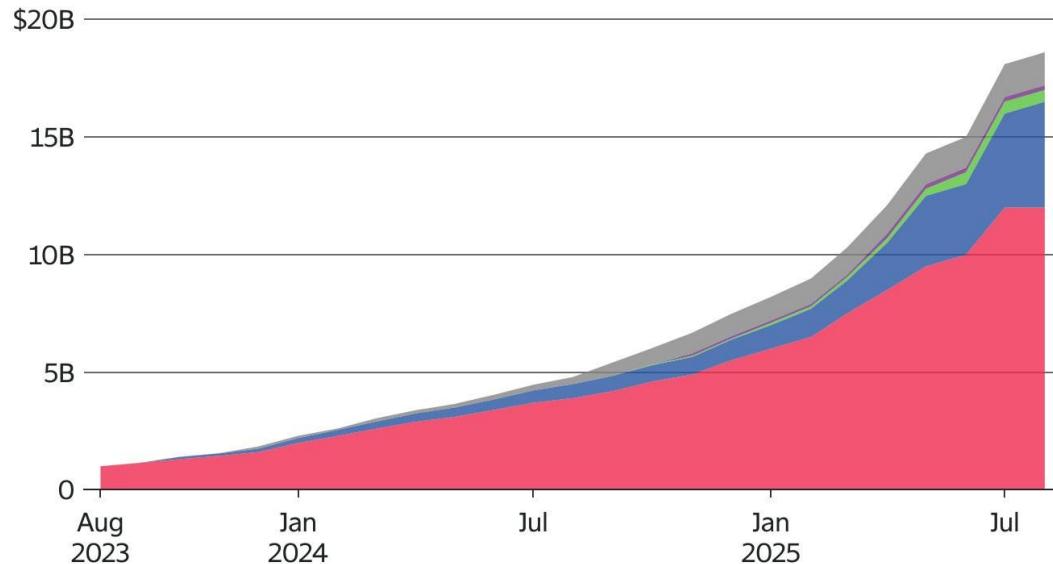
Share full article



# Adding Up AI Revenues

OpenAI, Anthropic and 16 other 'AI native' startups are cumulatively generating \$18.5 billion in annualized revenue. The top two firms make 88% of that.

● OpenAI ● Anthropic ● Anysphere (Cursor) ● xAI ● 14 Others\*



\* Includes AI native apps with >\$50M in annualized revenue: Midjourney, Perplexity, Abridge, Synthesia, Replit, EliseAI, Lovable, Glean, ElevenLabs, Cognition (incl. Windsurf), Runway, Cohere, Jasper, Harvey  
• Source: The Information reporting



# Raises \$100M Series C at **\$1.5B Valuation**

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**COX**  
ENTERPRISES

Georgian



ventures

NORWEST

**You.com is designed to empower any business, with any AI model, in any workflow—always prioritizing accuracy. Our infrastructure integrates seamlessly with your existing systems and processes over 1 billion queries monthly with our APIs.**

Despite \$30–40 billion in enterprise investment into GenAI...95% of organizations are getting zero return

The image shows a screenshot of a PDF document. At the top, there is a navigation bar with icons for file operations, a page number (1 / 26), zoom levels (175%), and other document controls. Below the navigation bar, the title of the report is displayed. The title consists of two parts: 'The GenAI Divide' in a smaller font above 'STATE OF AI IN BUSINESS 2025' in a large, bold, sans-serif font. To the right of the main title, there is a small red square containing a white letter 'Z'. At the bottom left, there is a copyright notice: '©2025 D...

v0.1\_State\_of\_AI\_in\_Business\_2025\_Report.pdf

1 / 26 | - 175% + | ☰ 🔍 | ⌂ ⌃ ⌄

MIT

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The GenAI Divide

STATE OF AI IN

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CIO JOURNAL

## Stop Worrying About AI's Return on Investment

Tech leaders at WSJ's Technology Council Summit said it's nearly impossible to measure the impact of AI on business productivity. And when we try, we're measuring it wrong.

By [Belle Lin](#) Following and [Steven Rosenbush](#) [Follow](#)

Sept. 16, 2025 9:33 pm ET



Gift unlocked article



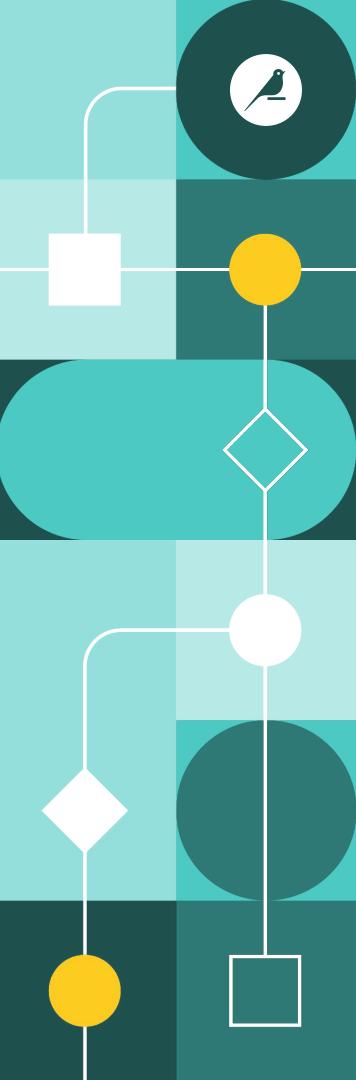
Listen (4 min)



### RTX CDO on AI: 'Value Beats Volume Every Time'

Three pillars form the foundation for AI strategy, says RTX CDO Vince Campisi: data, talent, and computation at scale.

# Automate Real Work



# *How This A.I. Company Collapsed Amid Silicon Valley's Biggest Boom*

Builder.ai went from a value of \$1.5 billion to zero in a few months, amid questions over the sales of an A.I. product. Its downfall hints at a broader downturn.



Listen to this article · 14:35 min [Learn more](#)



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128



**“Was A.I. being used to assist  
the work of human beings? Yes.  
Was A.I. replacing human  
beings? No.”**

**“A.I. sells, and  
automation does not”**

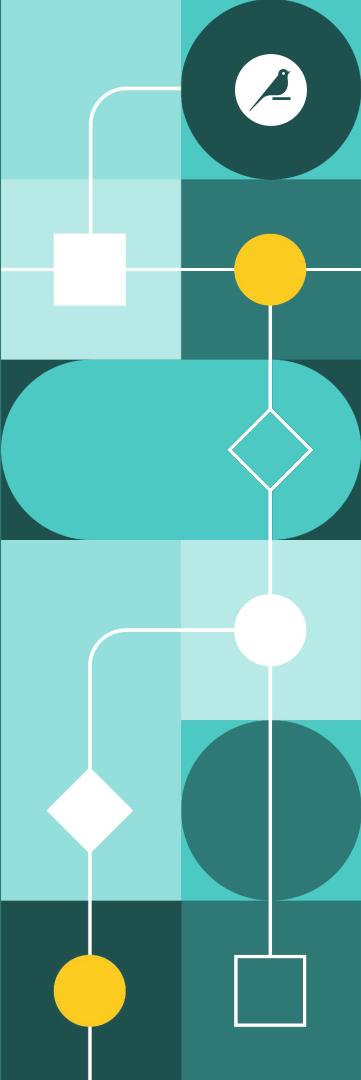
# *Rented Robots Get the Worst Jobs and Help Factories Keep the Humans*

Robots-for-rent is one way some small U.S. factories gain access to automation, reducing turnover and ensuring workers aren't injured.



Specific not  
General

# We Don't Need Another Chatbot





# We Don't Need Another Chatbot

Welcome to

EEEEEE	LL	IIII	ZZZZZ	AAAAA
EE	LL	II	ZZ	AA AA
EEEEEE	LL	II	ZZZ	AAAAAAA
EE	LL	II	ZZ	AA AA
EEEEEE	LLLLL	IIII	ZZZZZ	AA AA

Eliza is a mock Rogerian psychotherapist.

The original program was described by Joseph Weizenbaum in 1966.

This implementation by Norbert Landsteiner 2005.

ELIZA: Is something troubling you ?

YOU: Men are all alike.

ELIZA: What is the connection, do you suppose ?

YOU: They're always bugging us about something or other.

ELIZA: Can you think of a specific example ?

YOU: Well, my boyfriend made me come here.

ELIZA: Is it important to you that your boyfriend made you come here ?

YOU: He says I'm depressed much of the time.

ELIZA: I am sorry to hear that you are depressed.

YOU: It's true. I am unhappy.

ELIZA: Can you explain what made you unhappy ?

YOU:

## New workflow

Draft

...

Evaluate

Code

Preview

Publish

Core

Agent

End

Note

Tools

File search

Guardrails

MCP

Logic

If / else

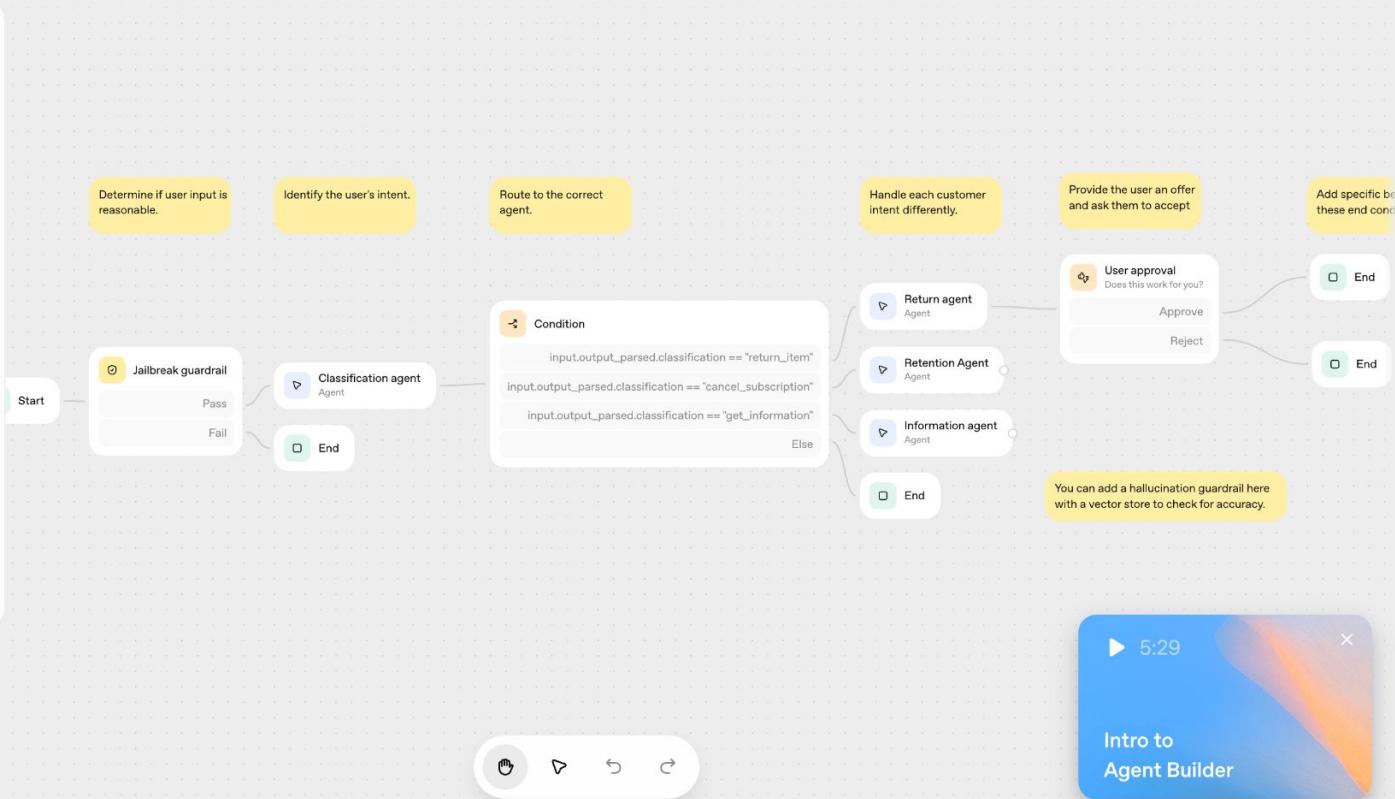
While

User approval

Data

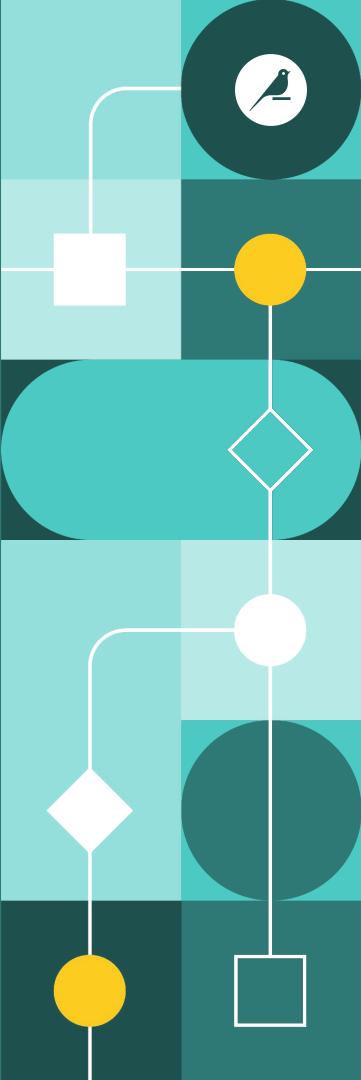
Transform

Set state



Specific not  
General

# Learn To Code



## NYT: Does Everyone Need To Learn Programming?

“Hiring a programmer to modify existing commercial software to suit your business needs would probably prove to be more effective in terms of cost.”

<https://www.nytimes.com/1984/01/17/science/personal-computers-does-everyone-need-to-learn-programming.html>

# Why This Talk

## PERSONAL COMPUTERS

### Does Everyone Need to Learn Programming?

By ERIK SANDBERG-DIMENT

**S**HOULD I learn to program?" and "Do I have to learn to program?" are two variants of the question probably most asked by people testing computers or their ownership. The answer usually boils down to an emphatic "that depends ... but probably not."

The professed need to learn programming has become an adjunct of

that now all-too-familiar term "computer literacy." Somehow the idea of being computer illiterate has been foisted upon the public as a handicap and horror that in today's world of high technology may be even worse than being illiterate in the traditional sense of the word. But the analogy is a false one. Computer illiteracy comes because of fear of the unknown or paying too much heed to "authorities" who are either recent converts to computerdom or its purveyors.

True, computers are part and par-

cel of our daily lives now. Personal computers will be even more so in the future, certainly at work, although perhaps not quite as vital a part of the home as the advertising would have us believe. And, true, a computer without programs is as useful as a rusty fishhook in the middle of the Gobi. But does this mean that everyone who buys a personal computer must also write the software for it? Would someone purchasing an automobile for a cross-country trip first study cartography, then proceed to

obtain aerial and satellite photographs of the proposed route, and finally draw a detailed map for the whole journey? Hardly. It is far easier to go to the A.A.A. and get standard maps or that organization's special trip sheets.

Cartography is fascinating. So, for that matter, is writing software. But most people have to consider how much time they can spare for such an undertaking. It is not for nothing that programmers speak of software development in terms of man-years, and it is not uncommon for programmers to put in 12- to 14-hour days trying to finish a project. Do you have that kind of time to spare?

Obviously, not all program development time is measured in man-years. One could no doubt write a program for generating anagrams in a couple of days, though it would take the better part of that time to come up with 100 lines of code required. Not only can a single misplaced color or parenthesis foul up the works, but it often takes an enormous amount of time to discover such a seemingly minor mistake.

**B**UT let me hasten to add that there are at least three good reasons for learning how to program. First, it allows you to develop software that is not available commercially, and in some cases it lets you customize purchased software to serve your specific needs better. Second, programming can be fun. If you enjoy working on puzzles, programming itself will turn out to be more pleasurable than solving The Times crossword puzzle or Dr. Crypton's mind-bending puzzle page in *Science Digest*. Third, there is the intellectual exercise, the honing of logic skills and learning to learn, stressed by pedagogues as a perfect reason to have computers available in schools for pupils from kindergarten age on up.

Valid as all these points may be, their limitations are often overlooked by proponents who get carried away by their enthusiasm. If you were to start learning a programming language such as Fortran increasingly painful it C in your spare time, then yes you would be fairly proficient in it within a year. That is a lot of time. Hiring a programmer to modify existing commercial software to suit



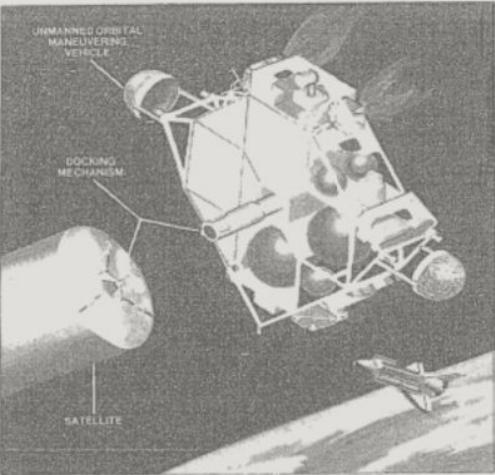
Stuart Goldenberg

your business needs would probably prove to be more effective in terms of cost. Besides, once you have mastered C, you may find another program you want to modify written in Basic. Now there is nothing wrong with learning a second computer language . . .

Perhaps the most telling argument against the need to learn a computer language to have precisely the software you want is the rapidly increasing selection and gradual improvement in personal computer software. Five years ago, word-processing programs for personal computers did not exist. Today, I would hazard to guess, more than several hundred brands are available. By the time you became truly proficient at programming, chances are that whatever you set out to write would be available in some form from a software publisher.

There can be no argument with the fact that some people will derive great pleasure from programming. Learning to learn some of the basics of programming to see if you like it is like tinkering with a car as a teenager. Some people end up going to engineering school. Others, 20 years later, remember only enough to check the points in the distributor when the engine misfires. If the car ever has a distributor. The point is, you cannot argue with the enjoyment and sense of accomplishment programming can bring to those of the right mind-set, and there is only one way to find out if you are one of them.

Programming has a place in today's curriculums — for high schools and up — just as civics and chemistry do. Computers are not, however, an all-encompassing and unique educational solution. In fact, though you could never compete with computer games when it comes to "making learning fun," conquering the conjugations of his lost tongue probably makes a lot more sense when it comes to learning to learn than sifting through GOTO statements in Basic, unrelated to our living language.



Orbital vehicle will move objects hundreds of miles above the Earth.

Parallel findings in higher animals were also presented at the meeting by researchers hope to find the answer. The scientists set up an experiment



Santiago Valdarrama • 2nd

...

Computer scientist and writer. I teach hard-core Machine...

3mo • 

Invest all you have in learning to build software. Go broke if you have to.

The better AI gets at coding, the cheaper writing software will become, and the more software we'll build.

We can use nearly infinite software in the world. We need more developers, not fewer.

The future of people who know how to write software and do it better and faster than anyone else is virtually uncapped.

# *C.E.O.s Want Their Companies to Adopt A.I. But Do They Get It Themselves?*

Some are being nudged to learn how to use the nascent technology. Coming to the C-suite retreat: mandatory website-building exercises using A.I. tools.



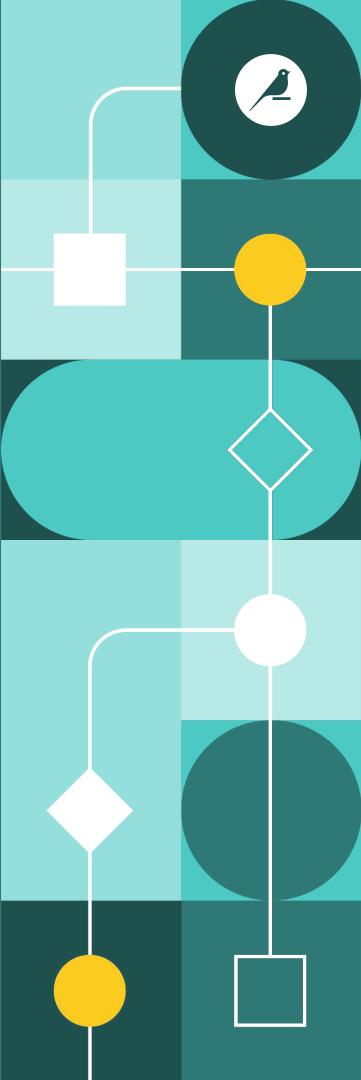
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# Let's Code

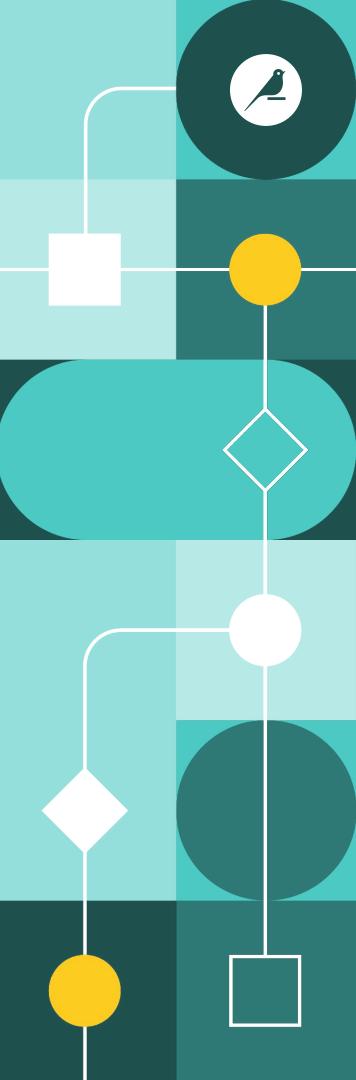


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<http://bit.ly/4jNiyBh>

# Data Science History

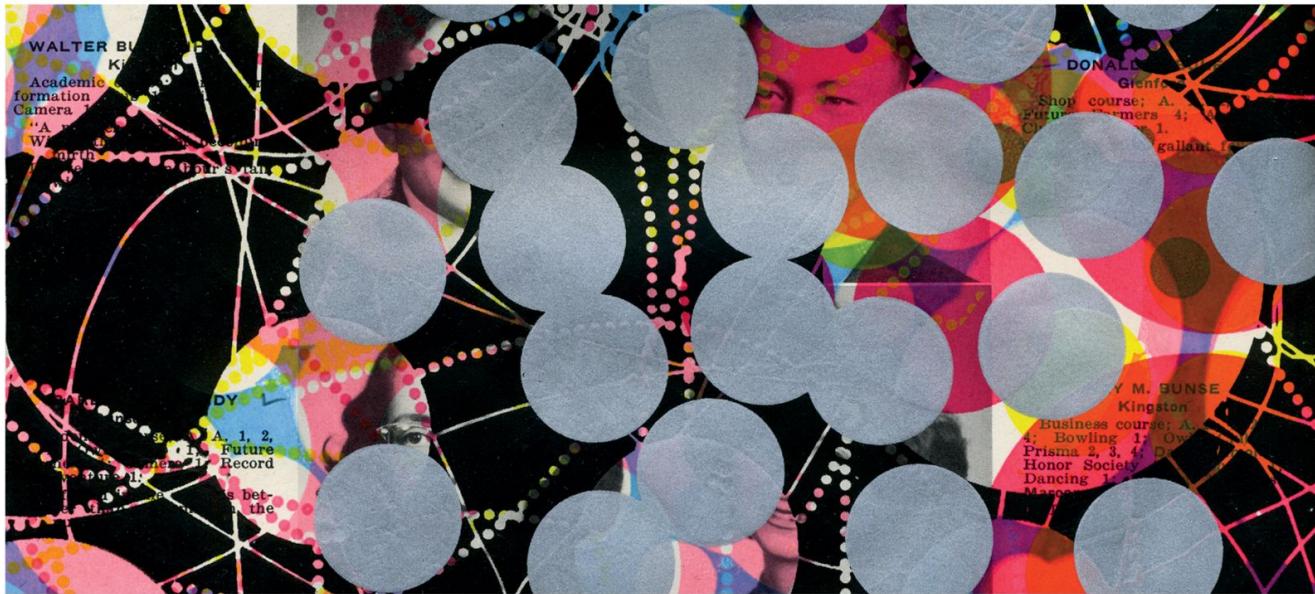


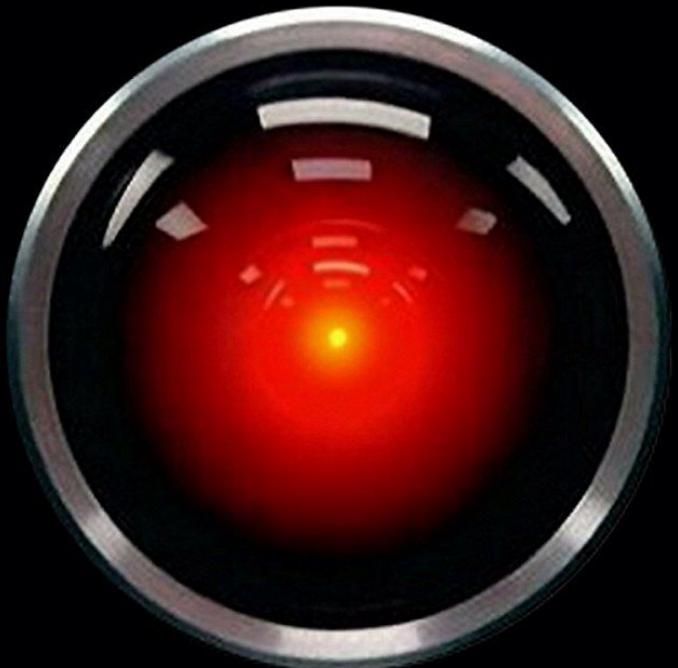
## Analytics And Data Science

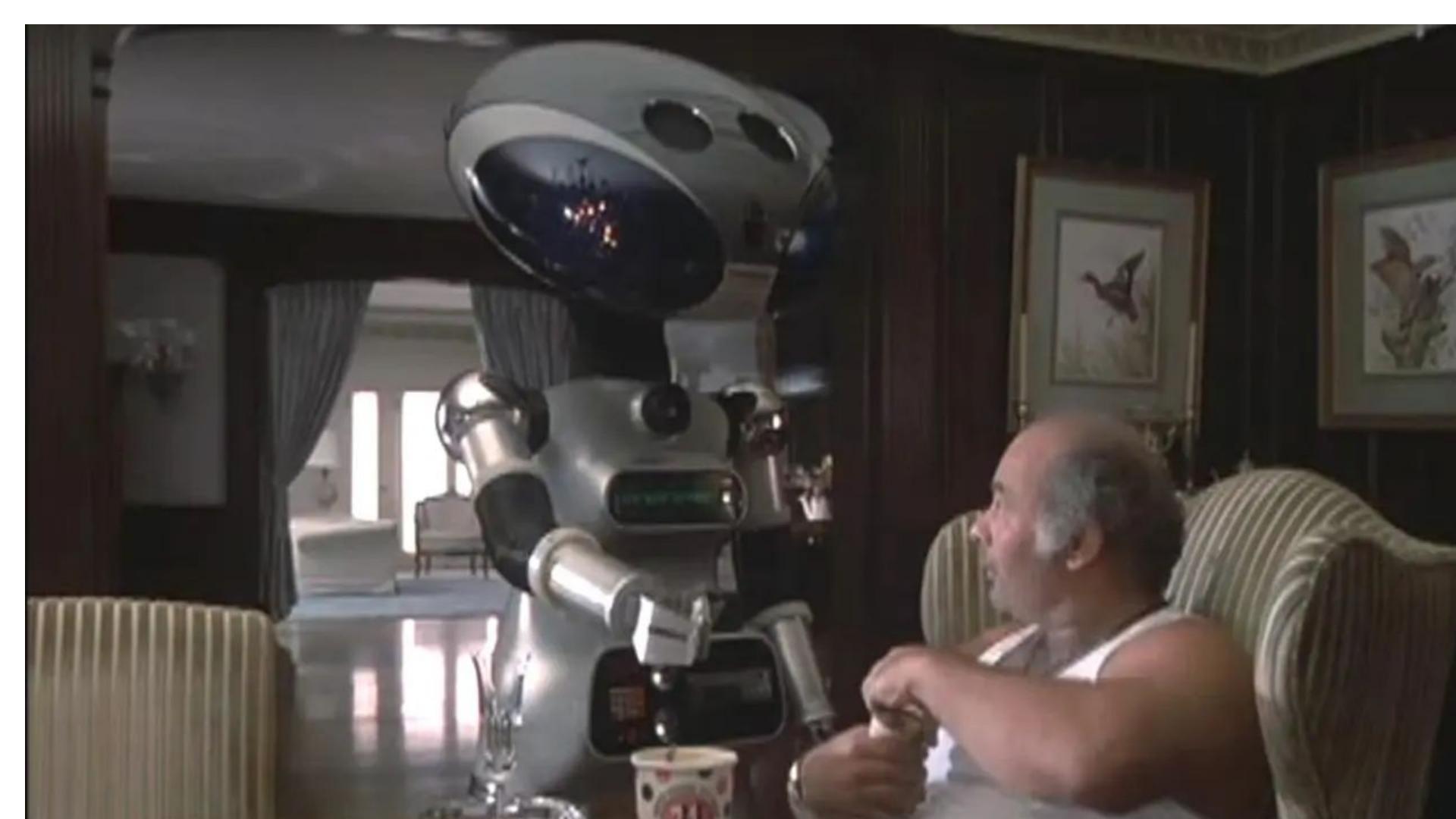
# Data Scientist: The Sexiest Job of the 21st Century

Meet the people who can coax treasure out of messy, unstructured data. by Thomas H. Davenport and DJ Patil

From the Magazine (October 2012)



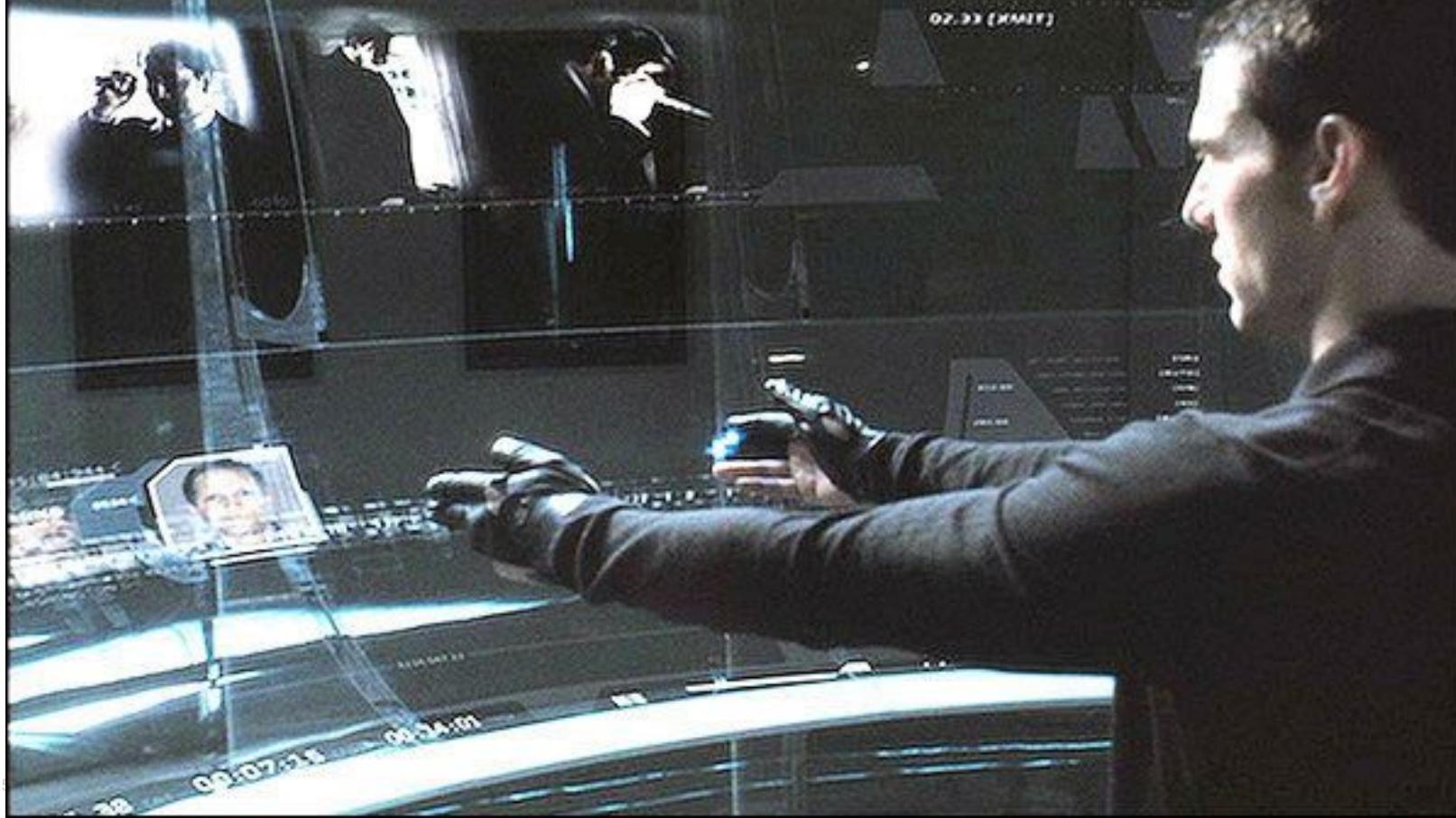




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Hotdog!

Not hotdog!



Share

No Thanks



Share

No Thanks

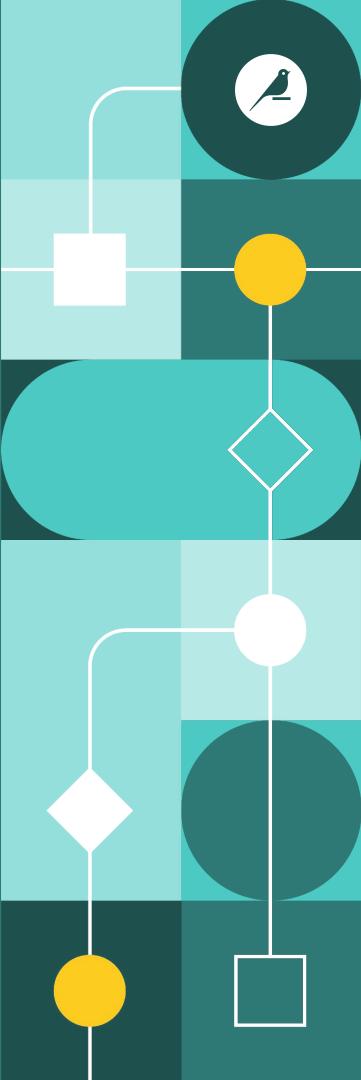
SEEFOOD FOUNDER LAUNCHES  
"NOT HOT DOG" APP

# ROC Curves Don't Make Phone Calls

At my first data science job, we built a churn prediction model for a logistics platform. I spent weeks tuning it, tested every algorithm under the sun, presented beautiful ROC curves - the whole thing. When we finally shipped it, the ops team barely used the predictions. Instead, they leaned on a single heuristic we'd mentioned in passing: "If a customer hasn't placed an order in 6 weeks, call them." That worked better than anything my model spat out.

I remember sitting there thinking, *all that work for a rule they could've written on a sticky note.*

# Let's Code



**Code:**

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<http://bit.ly/4jNiyBh>