

## [INTERVIEW TRANSCRIPT]

Randy Taylor  
Airbus DS Communications  
Software Developer - Co-Op

[Beginning of Interview]

Eric: What does your day-to-day look like?

Randy: Generally, I: check my email, load up the necessary tools for the day's tasks, check the automated build system and make sure it isn't failing, look at tasks such as bug reports and feature improvements, pick one and work on it or continue working on what was done the previous day. Every now and then there are meetings to attend and code reviews / discussions about the implementation of solutions for tasks. That is basically it.

Eric: How do you use math in your job?

Randy: Math isn't really used at all. The only time it's used is to figure out how much time is left in the day until I go home \*laughs\*. Joking aside, I use it for optimizing my code and profiling the performance, which requires calculating and utilizing delta time. Aside from that, indexing arrays and using positional counters for certain elements, I don't really use that much math.

Eric: What about in other programming positions?

Randy: Math is definitely used more in other positions.

Eric: Such as?

Randy: Such as graphics and game engine programmers.

Eric: And what would they use math for?

Randy: Aspect ratios (division and multiplication), conversions (date time, screen ration, scaling conversions for item elements), indexing, counters, loops, sprite sizing, positioning, animation, physics, lots of linear algebra for 3D game engines, etc.

[End of Interview]