Why I Can Be a Programmer

Being a programmer is not easy. There are so many skills one should have to become a programmer and code in a production level. For example, communication skill (people problems) is extremely important. In the information age, no one can master all the necessary skills to complete a large scale project. Programmers must work together to find out what the clients need, programmer may need to ask physicists how photons move around a black hole, and graphic designers may need to ask how much they can manipulate the graphic so that it is attractive and accurate enough.

These are the qualities that I have to be a programmer. First, I love watching YouTube videos about science and tech. It’s always fascinating to know about new awesome techs. These videos really inspired me. The internet give me so many ideas about what projects I can work on and how to reduce world suck. In addition, I am good at googling and I love the Internet. Every programmer must know this joke “stack overflow == programming”. The ability to discovery the information one need is essential in production. With this skill, people can save lots of time on figuring out something which is already on the internet. And, there are so many great and resourceful people on the internet whom you may not able to meet in real life. I learned so much about programming from YouTube channels like Derek Banas, thenewboston, and sentdex. Bloggers like program-think and xiaolan taught me how government can use the civilian system against its people. I also love building stuff. With little resource, programming is the only way I can build practical products people can use. As a programmer, I do have good memory, abstract thinking, and stupidity. However, I do not have attention to detail. I always leave out “;” or forget to change the type of a variable.

The most interesting part of programming is to organize before start coding. There are so many ways to accomplish one thing. It’s interesting to think about how I can complete a function with less code, how to make the code more readable, and how to avoid missing functions and parameters so that I don’t have to patch ugly functions later in the production. It also saves me lots of time if I manage to make functions reusable.