Interview Assessment #2

Name of Professional: Jared Rogers

Profession: Manufacturing Engineer

Company: Relativity Space

Date of Interview: 11/15/2022

Assessment:

For my second interview I talk with Mr. Rogers who graduated from the M&T Program at the University of Pennsylvania and now works at Relativity Space making rockets. While his work doesn't necessarily correlate with my goal of making a Virtual Reality game, I couldn't give up the chance to talk with such an accomplished person. I was particularly interested in Mr. Rogers interest in both technology and business which is a passion I share as well. Having graduated from the M&T Program at UPenn, which helps students learn about more about business and technology, Mr. Rogers helped showed me the utility of an education in business paired with my previous interest in technology. He discussed how the business experience he gained through M&T has helped him think like a CEO and he believes that this will accelerate his career into management and climbing up the corporate ladder quickly.

Mr. Rogers discussed how his daily life operated with him working long hours from 9 am till 6 pm but being able to enjoy the many benefits that a job in Silicon Valley offers you. One of the most useful insights Mr. Rogers gave me was to think in the engineering mindset. He defined this mindset as a way to see failures as learning experience not setbacks. He told me to look at any failures I have as eliminating a possibility whether its within my ISM project or in general life which I found to be useful advice to adhere to.

I wanted to learn more about what motivates Mr. Rogers to pursue a career in Manufacturing Engineering and he talked about the excitement he feels whenever he is able to

make a new device work. He hoped that by working on the forefronts of engineering he would be able to feel the satisfaction of creating a brand new invention that pushes the boundaries of human knowledge. This is what led him to begin working at his current company, Relativity Space. Since he was a child, Mr. Rogers had always had a fascination with the mysteries of space and when he had the opportunity to join Relativity Space he thought it was a no-brainer to combine his love for engineering with his passion for space exploration. The innovative ideas at Relativity Space of creating rockets utilizing the power of 3D printing made him excited for the vast possibilities of the advancements he could achieve with the team.

Even though Mr. Rogers wasn't able to help provide me greater insight into the world of Virtual Reality, he helped give me important insights into how I can further my own education and career. By utilizing his advice on looking at utilizing the power of both business and technology in tandem, I hope to continue ramping up my Virtual Reality game even after ISM to turn it into a full published game that could be sold to players. I also hope to utilize the mindset of an engineer to be able to flip my problems on their head so I could continue making progress in my work without being held back by one challenge I am faced with.