Personal Statement

Computer Science is my current major. When it was time to go to college one of my closest relatives just obtained his masters in computer science, he told me that computer science was a field that is always innovative and is always growing. I also got to know successful people that started big business using computer science as one of the main components for development. Relatives and people I got to know during my life guided me and, guided me to where I am. As a computer scientist I see myself working at Google as a Software Engineer.

What I hope to accomplish with my degree involves creating innovative software that will help people to make everyday tasks easier to accomplish and change the world we live in, it doesn't matter if it is a big or small change as long as people benefit from my work. My goals change depending on the opportunities I get during the time I get my diploma, but currently working at Google and graduate school is among the objectives in my list. When I joined a research group in my university I became aware that I want to work on something that will innovate the world and has never been seen before. Also research gave me an opportunity to see how graduate school is like. When I get my bachelors I will seek a masters or a PhD depending on what happens during my carrier in order to get more knowledge in the different fields of computer science and help the company develop faster.

The most significant research project I worked on was building an application in android similar to angry birds, but using real physics and using 3 dimensions. I got the opportunity to do research at Stanford University and there is where I got to work on this project. With the help of one mentor and a physics library that was developed at Stanford I got to help to develop the application.

Some of the challenges involved math, new programming languages, and research. When I started the project I was not familiar with the programming language that was used in order to code the simulations of the game, and the language used was c++. In order to overcome the challenge I had to search online the basic features of that programming language, and I also did small exercises in order to get more familiar with that programming language since java was the only language I was familiar with. Also math and physics were important in this project since one of the key features of the project was to involve real physics using rigid bodies. To overcome the math and physics problem I had to work together with a Stanford student, he helped me in order to understand the problem and come up with a pseudo code so that way I could be able to come up with the real code and test in in the simulations. Research itself was a challenge as well, because when I started the project I was not aware that in order to overcome some problems that were faced during the development of the project (i.e. coding problems, or wrong formulas) we had to look up different ways to solve the same problem and that was one thing that I had to overcome, and I managed to get the habit to be curious and ask my mentor and look up online or in books different solutions to one problem.

I gained a lot of programming experience during this project and also knowledge about how physics can be coded to build one application. After the project was done I gained a lot of knowledge from my mentor and also the people I worked with. During that summer project I gained enough experience to keep doing research and continue learning about new ways to innovate and produce products that can in someway change the way we see some things in our lives. When I got the chance to visit Google while I was working at Stanford. I realized that I want to be part of that community and get to know some of the best computer scientists around the world, that's why I want to apply for the position of data analyst or a software engineer at Google and keep developing software that will change the world.