



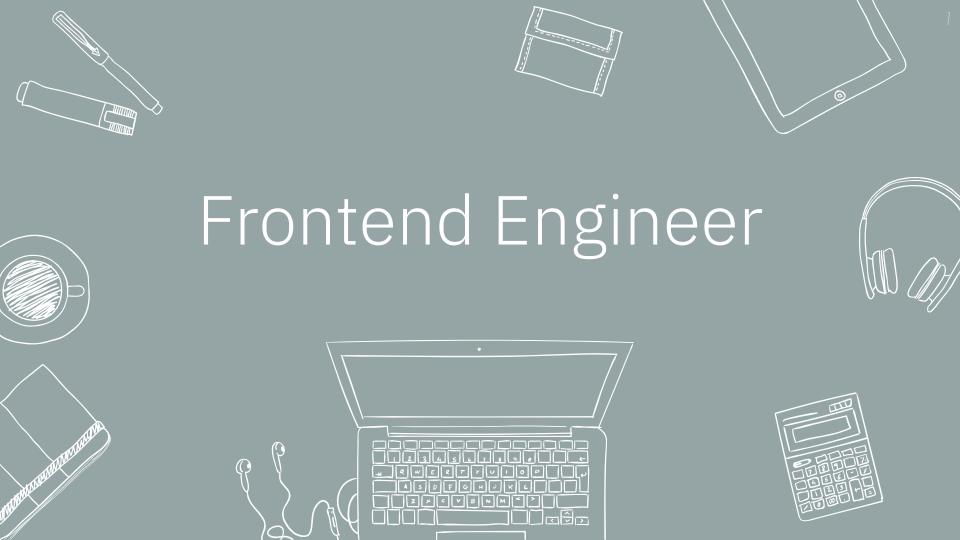


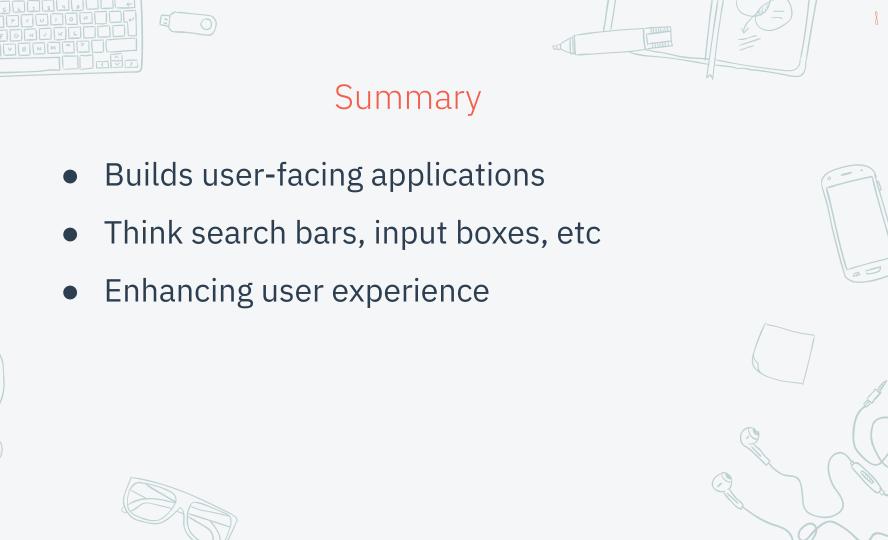
Overview

- 1) Frontend Engineer
- 2) Backend Engineer
- 3) Mobile Engineer
- 4) Game Developer
- 5) Data Science
- 6) Embedded Engineer
- 7) Security Engineer











Skills & Concepts

- User Interface/Experience
- Responsive Design
- Search Engine Optimization (SEO)
- E2E testing



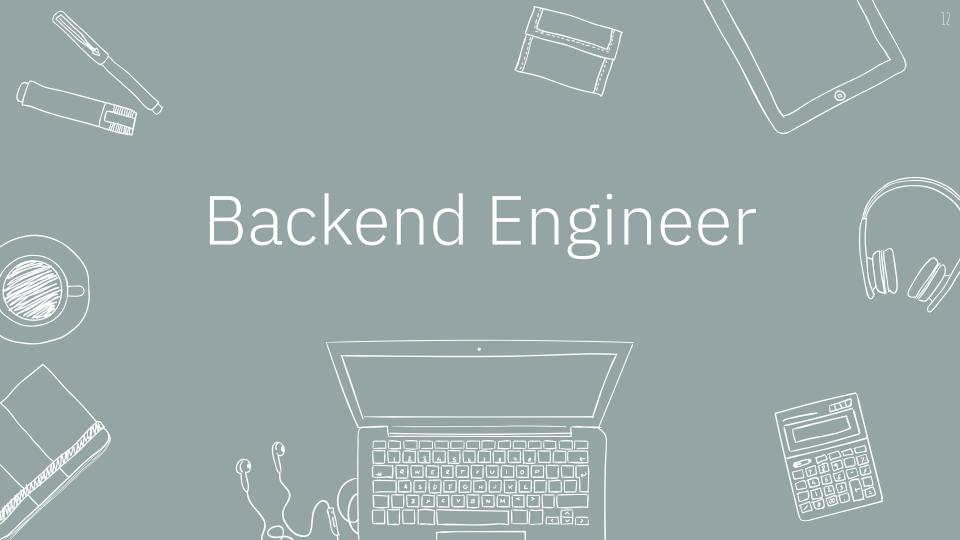
















Skills & Concepts

- RESTful APIs
- Database management
- Scaling applications
- Security protocols



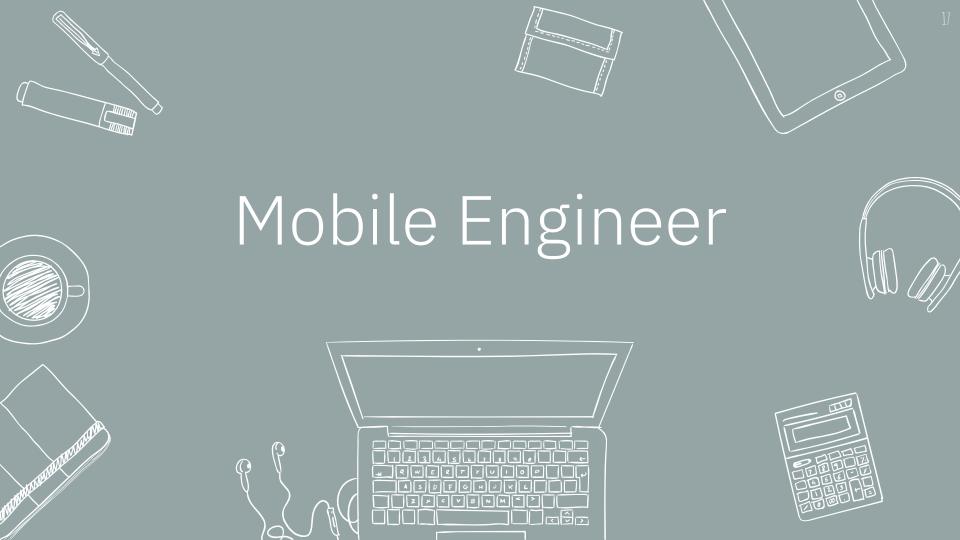
























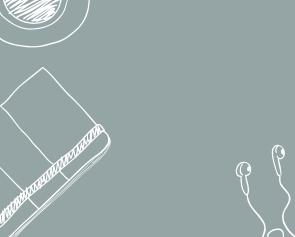
- Java Powers the Android OS
- Kotlin JVM, concise syntax
- **Swift -** Building IOS apps
- Dart Fast cross-platform apps















- Design and develop games for various platforms
- Think Call Of Duty, Among Us, etc
- Turns a story into reality









Programming Languages

- **C# -** Object-oriented nature
- C++ Fast, lower-level programming
- **C** Fast, lower-level programming
- Lua Easily embedded, performance







Tools & Frameworks

- **Unity** (C#)
- Unreal Engine (C++)
- **LÖVE** (Lua)
- **SDL2** (C)



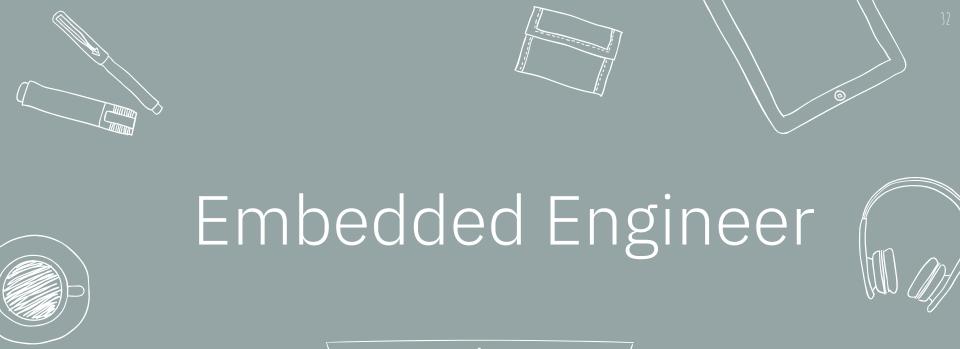
Programming Languages

- Python Approachable syntax, many data science-related libraries
- **R** Powerful data viz libraries
- Julia High-speed computation
- **SQL** Persisting data













Summary

- Build applications that target a wide variety of electronic devices
- Think Tesla, Smart card readers
- Can be thought of as a cross between software and electrical engineers





Skills & Concepts

- Microcontrollers
- **Integrated Circuits**
- Communication protocols
- Hardware architecture





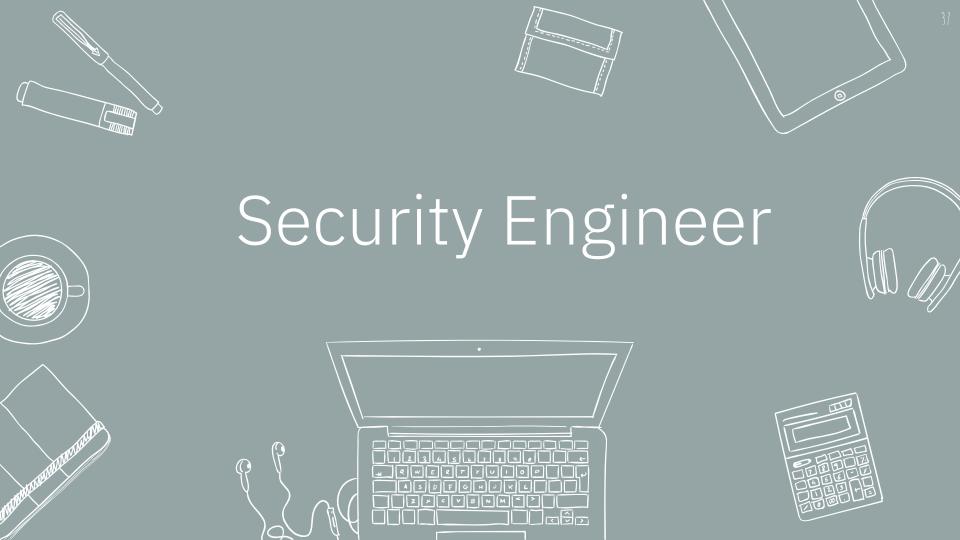






Python - Real-time visualizations

- Arduino (Java/C++)
- Raspberry Pi (Python)
- **QT** (C++)
- Linux





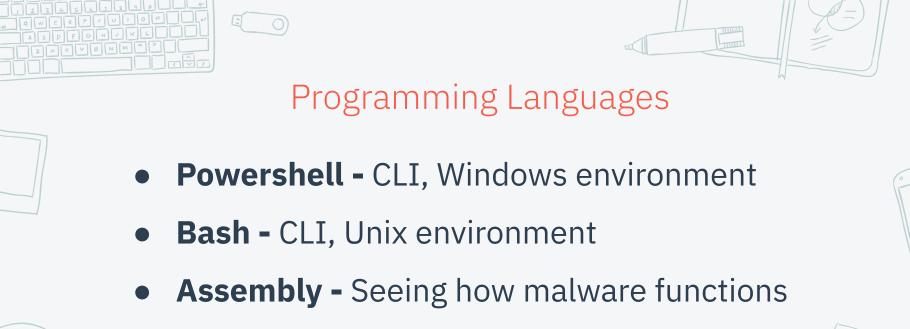


- Database Management
- Operating Systems









Python - Task automation



