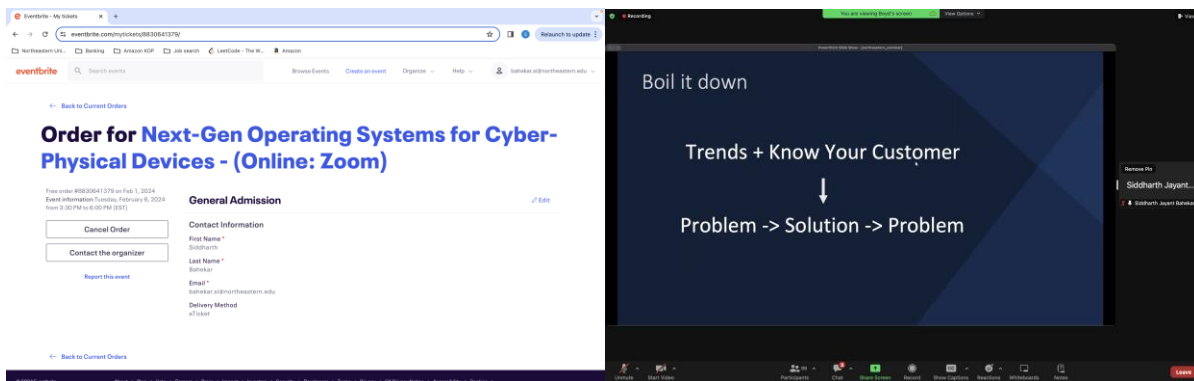# Speaker Series 1 - Boyd Multerer

I recently got to hear Boyd Multerer, the mastermind behind Xbox, talk about his journey. Surprisingly, Boyd started as a chemical engineer but was drawn into the world of computers in the early '90s.

Boyd had a crucial piece of advice that stuck with me: "Make software not just for today's needs but for what people will want in the future."

Boyd shared stories from his own shift into computing during a time when everyone was crazy about computers. He stressed the need to adapt to changing technology, emphasizing that the future is where the real challenges and opportunities lie.

His talk focused on making software customer-friendly, using micro-kernel structures, understanding kernel development, and ensuring the highest standard of security. Boyd highlighted the importance of understanding and meeting customer needs, making software adaptable and secure. Micro-kernel structures, despite sounding complex, were explained as breaking down big systems into smaller, flexible parts. Boyd argued that this approach helps in building software that can grow and change easily. Kernel development, a core concept, was explored in the context of operating systems. Boyd shared experiences to highlight how building strong foundations is crucial for smooth software and device operation. Security was a big concern for Boyd. He emphasized starting with strong security measures in software design to stay ahead of digital threats. This aligns with his idea of building software for the future.

Boyd Multerer's story is a guide for developers. His journey from chemical engineering to gaming technology, along with his focus on future-ready software, leaves a lasting impact.