Questions to ask interviewer:

1\ the real feeling about what the day-to-day life is like at the company.

Project NI:

1\ what did you do?

When I joined NI, most of people were working on the development of graph programming IDE called LabVIEW. My team works on a function libraray called MathScirpt in LabVIEW. It includes some signal processing and math computation functions.

My work include two parts: the first part is competitive test. This is like requirement analysis before actual development that we compare our function library with other similar products. The second part is I developed 16 functions inside this library.

2\ The difference between current gen and next gen?

There are many differences between these two generations. As for our function library, we used to develop functions in graph code level and some other team is responsible to translate graph code to the underlying level. But in current generation, we directly code in underlying level because of more flexibility and extension. For example, in graph code, a line connecting two ports can only stand for one data type. So if a function supports vector and matrix input, we have to develop two copies of function: one support vector and another supports matrix. But in non-gragh coding, we can be more flexible.

2\ what did you learn?

I think by working with a big team and developing some code that will really be used in product, I become more skilled in programming. But what’s more important is that I realize that there are some knowledge you may not know, it does not matter that much. What’s really matters is the way you do things, the way you solve problems. Your thinking habits is very important.

For example, when I design a function, you should take a lot of time to fully understand this function. What the input type it supports, what the output type corresponding to each input. If you miss something, it may take you a lot more time afterwards to fix it. So take more time to think and design and build a solid basic for programming. That’s very important.

3\ the most challenging? An detail example?

4\ the most interesting?

5\ hardest bug?

6\ enjoyed most?

7\ conflict with teammates?