

Software Engineering

For Fun and Profit

Introduction

Hi, I'm Casey Stella!

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Open Questions:

What even is software engineering?

How in the heck did I end up doing this?

Software Engineering

Programming is the art of turning fuzzy ideas into working code.

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Software Engineering is the discipline of programming in such a way that your coworkers don't want to kill you in your sleep...often.

Software Engineering: Unexpected Skills

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- The Scientific Method: Software Engineering is an experimental science/engineering discipline.
- Logic and Reasoning: Most practical software is a complex set of systems with complex dependencies and expectations. Reasoning about structure is important.
- Soft Skills are more important than technical skills: Humans are more complex than software...by a lot.

How in the heck did I get here?

Education: Lessons Learned, Dues Paid

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- Go slow: Don't be in such a hurry to leave

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- Leaving is a Strategy

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- Rule of Thumb: Be close enough to the revenue stream to get your toes wet but not drown
- Legacy codebases are like archaeological digs filled with dynamite: make changes with great care

Wash, Rinse and Repeat: Sisyphus has
nothing on me

Consulting: That Billable Hours Grind

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- Everything is negotiable
- Pigeonholes are just suggestions
- Sometimes you can do everything right and still fail

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- Go where you're needed most (and where they're willing to pay)
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- Ambition can only take you so far: Knowing when to stop...

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- Know what you like and what you don't. Do the former, don't do the latter.
- Learn how to interview (it changes over time)

Questions

Thanks for your attention! Questions?