Assignment #3: Job Opportunities

After Graduation

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Intro to Computer Science

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# 1. Introduction

This is my report on the possible job opportunities--and by extension everything concerning them-- I found after I graduate from Vanier. Sections represent individual job paths and will each contain an explanation for their respective job position, consisting of the kind of work, the work environment, the salary and the required skills a job position has. Additionally, I will add my thoughts at the end for each job.

# 2. Software Developer

## 2.1 Job function

A software developer’s function consists of designing and building algorithms and flow charts, translating them into programs and systems that are subsequently implemented into different software. Often, a software developer sticks with software he/she develops and makes sure to upgrade and maintain them over time. It is not rare for a software developer to work with others’ code, or even to maintain and troubleshoot stranger software.

The type of software a person in this job position makes depends on the type of company he/she works for. As an example, a software developer hired at a bank might work on their software for their deposit and withdrawal system. These days however, virtually every company has an app and/or a website for their services, so another more common example may be to design and develop websites and mobile applications, or to update existing ones.

## 2.2 Work Environment

A software developer works in a team most of the time, surrounded by co-workers alike. This job position is in demand in virtually any industry and by almost every company, therefore there isn’t really a “type” of company in which software developers usually work in.

(Other content: hours, from home or at an office, possible individual work)

## 2.2 Salary

(Content: Average starting salary, average salary in general, salary after x, y z years working in the job market, graphs and statistics)

## 2.3 Requirements

Obviously, getting a job in this position will require at least a BSc or a BA degree in Computer Science or anything alike. Additionally though, several job postings on sites such as Indeed and LinkedIn demand excellent communication skills, creativity and the ability to think outside of the box, great knowledge of more than one language, the ability to both work alone and in teams efficiently and great knowledge of outside tools and third party software such as Maven and MS Office.

(Other content: the requirements for higher paying jobs, statistics about employment after x degree, possible jobs with only a college degree)

## 2.4 My Thoughts

(Content: My thoughts and comparison of the salary, the type of work, the work with only a college degree)

# 3. Game Programmer

## 3.1 Job Function

(Content: Type of assigned work, different roles, different platforms)

## 3.2 Work Environment

(Content: Variations of work depending on which platform you’re developing for, stories about developing at x company, work in teams and individual work, hours (cramming))

## 3.3 Salary

(Content: Average starting salary, average salary in general, salary after x, y z years working in the job market, graphs and statistics)

## 3.4 Requirements

(Content: the requirements for higher paying jobs, statistics about employment after x degree, possible jobs with only a college degree, skills demanded, knowledge about certain tools like game engines demanded)

## 3.5 My Thoughts

(Content: My thoughts and comparison of the salary, the type of work, the work with only a college degree, what I heard from my game programming teacher (he used to work as a game programmer)

# 4. Machine Learning Engineer

## 4.1 Job Function

(Content: What a person in this job position usually does, different roles)

## 4.2 Work Environment

(Content: Variations of work depending on who you’re working for, work in teams and individual work, hours)

## 4.3 Salary

(Content: Average starting salary, average salary in general, salary after x, y z years working in the job market, graphs and statistics)

## 4.4 Requirements

(Content: the requirements for higher paying jobs, statistics about employment after x degree, possible jobs with only a college degree, skills demanded, knowledge about certain tools like game engines demanded)

## 4.5 My Thoughts

(Content: My thoughts and comparison of the salary, the type of work, the work with only a college degree, what I heard from my game programming teacher (he used to work as a game programmer))

# 5. Other Possible Job Paths

## 5.1 Job Function

(Content: What a person in this job position usually does, different roles)

## 5.2 Work Environment

(Content: Variations of work depending on who you’re working for, work in teams and individual work, hours)

## 5.3 Salary

(Content: Average starting salary, average salary in general, salary after x, y z years working in the job market, graphs and statistics)

## 5.4 Requirements

(Content: the requirements for higher paying jobs, statistics about employment after x degree, possible jobs with only a college degree, skills demanded, knowledge about certain tools like game engines demanded)

## 5.5 My Thoughts

(Content: My thoughts and comparison of the salary, the type of work, the work with only a college degree, what I heard from my game programming teacher (he used to work as a game programmer))

# 6. Conclusion