“The advance of technology is based on making it fit in so that you don't really even notice it, so it's part of everyday life.” – Bill Gates. Being a prominent engineer and entrepreneur, Bill Gates influenced how my opinion about software engineering. Different from other computing fields, software engineering places more emphasis on the link between humans and technology when software products serve as the bridge connecting customers and companies. Before making decisions on business plans, software engineers need to keep abreast of the public needs, finding the most urgent social issues. During product development, developers must foster great teamwork and innovation to implement their works. Once the product is released, the feedback from users offers engineers a chance to improve its quality.

I believe the goal of the software engineering program is to train an outstanding engineer not only with professional skills but also the ability to solve problems around humans during the process. In CMU’s M.S.-SE program, I am interested in the Foundations of Software Engineering course since the lesson could cultivate my capability of successfully conducting a project by defining requirements, developing applications, working collaboratively, handling multiple constraints, and so forth. The experience would strengthen my preparation and adaptation in the technology industries. In addition, the Software Requirements and Interaction Design course focuses on combining user research and techniques to make a unique contribution to society. The goal of the course satisfies my mission to solve real-world problems. Finally, students in the program are allowed to participate in other elective coursework related to AI. Therefore, I could delve into Robot Vision and further integrate the knowledge into software engineering to create user-friendly automobile systems.

CMU's diversified courses will give me an in-depth understanding of software engineering. Attending your program will certainly be a rewarding experience.