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Qualities of a Programmer

Before I started writing this essay, I went ahead and read the short essay or the notes that were given to us on the website we use for this course. To be completely honest, I have not been thinking much about the qualities or assets that is required from a programmer – so up until now, I have simply been working on my programming skills and their languages. I do realize that this line of work requires one to be a list of things, i.e. main points that were pointed out in said essay. But since last week, I have spent some more time thinking about other qualities – not so much with the set of skills required - and what is required not only by me but most programmers. The qualities I believe I possess that could help me with being a programmer are as follows:

1. I have always been more calm and patient rather than the opposite. Whenever I do a certain type of work, I put as much effort as I can but knowing that things might not be as easy and simple as I would hope. Being patient and taking my time with coding is a quality I think would suit me as a programmer.
2. Everybody keeps telling me I am neat. I honestly never enjoyed what seem to be a compliment, because I could put effort on small things that many do not consider. In programming – being organized to be able to follow my own work would prove to be important.
3. Just like French, Swedish, and even math, learning a programming language take time and practice. Luckily I am willing to do this since I have been learning different languages since I was a child. I do not think learning C++ - or any programming languages – is any different.

When it comes to why I find Computer Science interesting, did not come to me until my first year in college. I realize I am always willing to learn new things about computers as well as having not much difficulty to do so. My family has always noticed my passion and interest in computers, thus the reason I chose to change my major to Computer Science. As a huge, yet casual, gamer – I am very interested in coding my own games and programs.

Last but not least; I believe that computers and the technology surrounding it, is both the present and the future.