

Computer science is the umbrella term used to describe the study of computers. Computer science covers computer design, theory, applications, development, etc. Under the umbrella there are 3 large computer science fields; software engineering, information technology, and computer engineering. Software engineering is the development and building of computer software; software such as JavaScript, Google Chrome, and Steam. An example of a software engineer would be someone who is hired to create a user interface for a video game. Information technology is the use of computers or other computing devices to store, create, exchange, or process data. A real-world application of information technology is a database administrator which is someone who uses specialized software such as Excel to store data and create a database. Computer engineering is the development of computer hardware like CPUs and GPUs to create better computers. A computer engineer would possibly work for Intel and work on creating a more powerful CPU that would enable computers to become stronger and faster.

I am not extremely interested in any field of computer science because I am a mathematics major and I want to eventually teach higher level mathematics. However, out of all computer science fields I am most interested in computer engineering. In my junior of high school, me and a friend built my first gaming PC. By built I mean we bought a case, a GPU, CPU, hard drive, mother board, RAM, etc. Then put it all together. It was a lot of fun. It also interests me in creating computer hardware. I am an avid gamer and being able to create more powerful hardware to play videogames with would be awesome. If I was to become a computer engineer I would be working on something that I would actually use outside of work and that would be something to be happy about.