

The Department of Computer Science

Jeremy Lai

“I am a programmer at Sidhe Interactive, New Zealand’s largest gaming developer. I attended the Science Careers evening in 2007, where representatives from Sidhe made a presentation. I applied by sending in my CV and some sample code, and after only a phone interview, they accepted me.

My conjoint degree, a Bachelor of Science majoring in Computer Science and Mathematics and Bachelor of Commerce in Information Systems, prepared me for my job. I’m glad that my lecturers put me through what they did because I use a lot of skills I learned at the University of Auckland in my job. Making games in COMPSCI 101 was a highlight, and this has contributed to getting me a job at Sidhe. I also enjoyed the opportunity to participate in two programming competitions. I liked the diversity of the subjects offered, such as graphics, bioinformatics, algorithms and web programming.

I decided to study computing, probably at the end of sixth form, when it was clear I’d be doing something to do with computers. It wasn’t until later that I picked up Mathematics and Information Systems as well. I started getting into making websites when I was 15. This expanded into web coding, and eventually a passion for programming

Technology is ever changing, and computer science will always be at the forefront. It’s dynamic, it’s exciting and it’s good to know that the skills you learn can make an impact in the real world. Make the most of your time at Uni and you’ll reap the rewards later.”

