A Scientific Study of a ND Computer Science Student

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HABITAT:

- **Weekdays**: The Notre Dame computer science student can often be found in herds of 5-6 in the Engineering Library a windowless, joyless computer hub or in one of 29 ND dorms.
- Weekends: Football Stadium. Finnies. Engineering Library (again).

POPULATION:

- Count: ~90
- Native Origins:
 - o The majority population originates from the Midwest. Notable cities include Chicago.
 - o Significant numbers originate from China.
- Demographics:
 - Female ND CS students are rare although their numbers are increasing.
 - ~80% male
 - ~20% female
 - o Primarily Catholic or Christian

DISTINCTIVE MARKINGS:

- Typical college attire. Most prefer to wear jeans every day, and many are known to seek the comfort of their favorite hoodie.
- Many students represent their future employers by sporting logos of Dropbox, Microsoft, LinkedIn, and the like.

DIET & SLEEP PATTERNS:

- COFFEE.
- ND CS students are often drawn to the lure of free food.
- Students are often immune to lack of sleep and are often found coding into the late hours of the night.

ACTIVITY PATTERNS:

- Coding Habits:
 - Expert procrastinators. Many wait to start coding until the night before the due date of an assignment.
 - Are known to code in class during particularly boring lectures.
 - o It is common to create phone apps, web apps, and generally helpful programs.
 - Also known for excessively referencing Stack Overflow.

- **Seasonal Activity:** Summers are spent employed as interns at Google, Microsoft, Apple, etc. or on SSLPs (Summer Service Learning Projects)
- Alternative Studies: Many also study ACMS, Theology, and Cracking the Coding Interview

FUTURE OF THE SPECIES:

- Many will work for Pariveda, Google, Microsoft, Epic, or Palantir, among other big-name companies.
- A select few will join the Armed Forces, work for the Federal Government, or join ACE
- Migration patterns will soon shift to locations across the country most notably to Silicon Valley/Mountain View

A MANIFESTO

We are computer scientists.

We are inventors. With just a computer and the capability of our minds, we create something out of nothing. Every piece of code written has come into existence for the first time. We invent efficiency, amusement, and utility in ways that impact the world. Software is ubiquitous, affecting those from all walks of life. Code gives life to the phones in our pockets, the games that we play, and even the cars that we drive. Computer Scientists have the opportunity to invent a better world.

We are unique. You may say that we are imposters of engineering, outsiders that do not belong. You may say that we should move to the realm of science. But we are engineers, and so much more. We build and create virtual masterpieces with as much skill as mechanical engineers building machinery. Yet our work requires a spark of creativity. A blinking cursor marks innumerable possibilities; it represents hundreds of creative solutions. We are not bounded by physical limitations or the laws of nature. Our ability to create is only bounded by the limits of our mind.

We are passionate. We complete our work not because we must, but because we want to. Code is not a job, but a calling. Hackathons, apps, and open source projects are not work but a chance to continue improving our trade. It is a thrill that cannot be matched to witness the first moment of working code. We will forever have an unquenchable thirst for solving puzzles and imaginative solutions.

We are bold. We reject the traditional and embrace the new. Our CEOs wear t-shirts and our multibillion dollar companies are started in dorm rooms. We've replaced the business suit with shorts and flip-flops and cubicle farms with collaborative environments. We continue to push the boundaries of technology with bigger, faster, better ideas.

We intend to leave our mark on the world. We are the future.