

Software Engineer

Kayta is a software engineer who keeps people up to date with what's happening in the world. Kayta used to work in marketing, but became more interested in the technical side of her job, which inspired her to change her career pathway.

futureyouaustralia.com.au/pathfinders/kayta



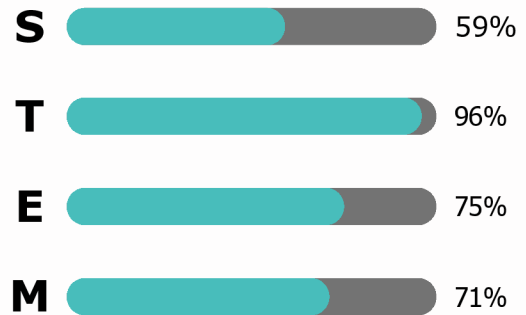
"My curiosity about how things work led me from marketing into software engineering."



SCAN ME

STEM Meter

How much Science, Technology, Engineering and Mathematics (STEM) does this job use?



Source: jobsandskills.gov.au

5 reasons why you should do this job

- 1 Solve problems with creative thinking.
- 2 Build cool apps, games, and tools.
- 3 Keep learning as technology changes.
- 4 Work with smart, creative teams.
- 5 Shape the future through innovation.

3 STEM skills required for this job

Programming

Evaluation

Communication

Subjects to develop these skills

Digital Technologies, Mathematics

English, HASS, Science, Technologies, The Arts

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An example of a day in the life of a software engineer

- 7.30am** I start my day with coffee and make a really tasty breakfast for myself and my husband. He loves my cooking, and cooking helps me start my day in a positive way.
- 8.30am** I am working from home today, so I log in and check the dashboard that shows how all our newsletters are running. If something isn't working, it's my job to get it fixed it before the morning rush.
- 9.15am** Team stand-up time! That's our short daily meeting where we share what we're working on and any problems we need help with. My team's great. We support each other a lot.
- 10.00am** Today I'm improving part of our API. API is a tool that helps move stories from journalists to readers' inboxes. It feels good to know my code helps people read the news they love.
- Midday** Lunch! I stretch my legs and grab sushi from the café down the street. When I'm in the office, I eat with a few colleagues who also work in tech. We chat about new tools and funny coding bugs. Today though, I sit by the river and watch enjoy the peace and quiet.
- 1.00pm** Back to work. I join a quick call with the marketing team to check how our system is handling a big new campaign. I like these chats. They connect the creative and technical sides of my work.
- 3.30am** I test my new code with a teammate. We use "pair programming," where two people work on one problem together. It's a great way to learn new tricks and spot errors faster.
- 4.15pm** The day's nearly done. I write notes for tomorrow and update our shared board with what's finished. Before logging off, I double-check that everything's running smoothly.
- 5.00pm** Work finished! I close my laptop and head out for an afternoon walk. Moving after a day of thinking helps me unwind.
- 7.00pm** Dinner at my mum's tonight with the whole family. I get to spend time with my nephew who always makes me laugh. He's a bundle of energy, and he always makes me happy.
- 9.00pm** My husband and I arrive home, and I want to do some painting while listening to music. Staying creative outside of work helps me be a better engineer.
- 11.00pm** I read for a bit before bed. Usually a mystery novel or something about design. Tomorrow I'll wake up ready to solve more puzzles with code.