

# Recovering from a Computer Science Education

I had originally planned to call this "Undoing the harm of a Computer Science Education," but that's just too extreme and link-baity. There is real value in having a degree in computer science. First, you'll be able to find a job that pays well. You've also been able create incredible and useful things. However, there is a downside to this too. You can get involved in the theoretical and technical aspects that it's easy to forget that it is to make beautiful and useful items. This happened to me at least, and it took me a while to recover.

These are only some of the things that helped me.

If it is directly related to the subject you're working on, stay clear of technical forums. It's easy to get caught up in discussions about the legitimacy of functional programming, such as whether Scheme is suitable for commercial applications, or just how terrible PHP is. The more you get involved in this, the more you lose touch.

Keep working on projects that align with your passion. If you like designing games, write games. If you love photography create an organizer for photos or a camera app. Don't make the mistake of thinking that "a photo organizer in Haskell" is more important than "a photo organizer which solves a particular issue with photo organizers."

If you are constantly putting down a technology, take some time to learn and apply it. Perl is an extremely useful tool, despite the jokes and snide remarks. It's the same for PHP, Java and C++. Who will win who is the one who has been bashing Java for 10 years or the creator of Minecraft who has just used the language and earned hundreds of millions of dollars?

Don't be an advocate. This is the opposite of the first point. **STRONGCRAFT** If Linux, Android, or Scala could be useful in the development of your project, then great! It's a sign of their utility that you depend on it. There's no need to make everyone else use it, too.

Concentrate on the end product and not the "how" of your passion. Woodworkers can transform into tool collectors. Photographers can become spec-comparison addicts. Forget all of that and concentrate on the images you're creating.

Do something creative. Learn to pixel-art or write songs or short stories. These projects also have a lower turnaround time than any other kind of software project.

Explore the wide range of books available. There are numerous books on naturalists, architecture popular novels, and they all have nothing to do with science fiction or programming.

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in the past

Follow-up to "A Programming Idiom That You've Never Heard of" A Programming Idiom That You've Never Heard Of 2011 Retrospective User encounters intrusions in 5 Photography in iOS as a non-technical Hobby Archives

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I'm James Hague, a recovering programmer who has been developing video games since the 1980s. Programming Without Being Obsessed with Programming and Organizational Skills Beat Algorithmic Wizardry are excellent starting points. For older material check out the 2012 Retrospective.