

## **Coding Advisory Council / Minutes**

### **January 30, 2014**

- The virtual meeting took place on the START Software Development network using the Yammer software.

- **Virtual Attendees:** Brian Davis, Eric Burley, Mike Tomko, Tim McMichael, Scott Balentine, Cody Hegelson, Cristian Muresan, Michael Bostick

- **Agenda #1 (Shaping the software development program)**

#### **1. Review START facility layout pdf**

- Input from advisory council:

- a. Students need a quiet place to work.
- b. Good mix of spaces by function.
- c. Alternate seating and place to talk out ideas is helpful.

#### **2. Equipment for program input**

- Input from advisory council:

- a. 71% decided MacBook Pro was best option for program.

#### **3. Types of coding language input**

- Input from advisory council:

- a. Javascript, java, C#, Python, ruby, rails, JQuery, HTML, CSS, Objective C.
- b. The most important computer science language skill to have is the ability to learn the next language you need to learn. Pick two or three languages that use different paradigms and syntax. This will give students a broader understanding of languages
- c. Do not focus solely on one language.
- d. A language that can help them pursue a career in mobile development is a future-proof alternative.

#### **4. Soft skills for the ideal entry-level employee input**

- Input from advisory council:

- a. Ability to growth hack.
- b. Problem solving skills.
- c. Written/verbal communication skills.
- d. Working in a team environment.
- e. Desire to learn/grow on your own.

## **5. Technical skills for the ideal entry-level employee input**

- Input from advisory council:

- a. Good core programmer knowledge (taking less time to work on a project)
- b. Can they actually code something on a whiteboard.
- c. Knowing aspects of development process

## **6. Certification input**

- Input from advisory council:

- a. Not a fan of certifications
- b. Microsoft C#
- c. Java
- d. Certifications are not particularly useful