



Computer Engineer



Kim Hubbard
Computer Engineer

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I develop software that supports science groups and helps them organize their research. I decide what I need to do for the program, write the code to carry it out, and test the software. It's also my job to upgrade the software if there are any problems.

Areas of expertise:

- Software development

How I first became interested in this profession:

When I was in high school, I took a basic programming class and it was a lot of fun. It was like a mind-teaser or a puzzle that I got to solve. I liked the feeling that I'd actually built something.

What helped prepare me for this job:

I took a lot of classes and did a lot of training. It was very important for me to learn different programming languages, which are ways of communicating with the computer so it'll understand what I want it to do.

My role models or inspirations:

My mother, who is a teacher, has been a big role model for me. When she sets her mind to something, it happens. She's had to work very hard to get where she is. She raised six girls and has become an excellent teacher. She has never set limits for me or told me there was something I couldn't do just because I was a girl. And if she can do all that she's done, so can I.

My education and training:

- B.S., Electrical Engineering, Washington University

My career path:

- Airforce officer for seven years at Los Angeles and Onizuka airforce bases
- Computer engineer for nine years at NASA Ames

What I like about my job:

I get to do new things all the time. There are always new problems to solve and new technologies to learn and use.

What I don't like about my job:

I wish I had more opportunities to apply all the neat technologies I've studied to my current project.

My advice to anyone interested in this occupation:

If you have Internet and computer access, learn all you can on them. Do volunteer work and create Websites for clubs, churches, or for yourself. It's pretty easy to get involved, so go for it!

Additional Resources:

- American Institute of Biological Sciences
<http://www.aibs.org>
- American Physiological Society
<http://www.faseb.org/aps>
- American Society for Biochemistry and Molecular Biology
<http://www.biophysics.org/biophys/society/biohome.htm>
- American Society for Microbiology
<http://www.asmsusa.org>
- Astrobiology Summer Academy
<http://academy.arc.nasa.gov/>
- Biotechnology Industry Organization
<http://www.bio.org/welcome.html>
- Earth to Orbit: Engineering Design Challenges
<http://eto.nasa.gov/>
- Education Pays Calculator
<http://www.educationpays.org/calc.asp>
- Graduate Student Researchers Program
<http://spacelink.nasa.gov/Instructional.Materials/NASA.Educational.Products/Graduate.Student.Researchers.Program.Brochure/.index.html>
- MATHCOUNTS Competition
<http://mathcounts.org/>
- Minority University Research and Education Programs
<http://mured.nasaprs.com/>
- NASA Cooperative Education Program for college students
<http://spacelink.nasa.gov/Educational.Services/NASA.Education.Programs/Student.Support/NASA.Cooperative.Education.Program/.index.html>
- NASA Jobs
<http://nasajobs.nasa.gov/>
- NASA Office of Life and Microgravity Sciences and Applications
<http://www.hq.nasa.gov/office/olmsa/>
- NASA SHARP Internship Program for high-schoolers
<http://www.mtsibase.com/sharp/>
- NASA Student Employment
http://nasajobs.nasa.gov/stud_opps/employment/index.htm
- NASA Student Involvement Program student contests
<http://www.nsip.net/index.cfm>
- Order NASA career videos such as "Engineers: Turning Ideas into Reality," "Careers: Aerospace Engineer" or "Reaching for the Stars" from NASA CORE.
<http://core.nasa.gov>
- Revolutionary Vehicle Concepts and Systems student competition
<http://avst.larc.nasa.gov/competitions.html>
- Student's Guide to Astrobiology
<http://www.astrobiology.com/student.html>
- Tech-Interns.com
<http://www.tech-interns.com/>

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Thank you.

