

Engineers specialise in specific areas including **MECHANICAL, ELECTRICAL, ELECTRONIC and SOFTWARE ENGINEERING.**

Do you have the skills and interests that will align you with a career as a Software Engineer?

Maths – Do you enjoy maths and equations?

As a Software Engineer you will use the theories you've learnt in school, (like calculus, statistics and equations) in your day-to-day work. Maths is usually a pre-requisite for engineering courses at university.

Computer Science – You might be studying computer science, or spend time at home on your Playstation or computer.

Software Engineers work with these technologies. They understand the interaction between the hardware (that's the console or the computer) and software systems (that's the applications or games).

You're a natural problem solver – and so are software engineers!

Engineers focus on finding solutions to all sorts of problems through clear and precise analysis.

Technology – Have you worked with CAD?

Computer Aided Design is a major player in the life of software engineers. They use it to develop, create, and modify designs and documentation.

Coding – Coding is a part of our everyday life – it sits behind the apps on our phones, the games we play with our friends and everything we do on the Internet,

Software engineers understand coding and use it to design and prevent errors within software systems.

Languages – If you like English or learning other languages this career could be for you!

Coding is just another language – A language that software engineers and computers understand!

Gaming – Imagine being paid to design games!

Augmented and virtual realities are a massive part of modern shipbuilding and software engineers use their skills to build virtual reality environments to train staff or test equipment.

Robotics – Have you ever built or programmed robots at school?

Robots and automation are increasingly common in the workplace. These technologies require someone to design and program them, and that's the job of a software engineer!