

# COLLEGE OF ENGINEERING

# INDUSTRY INSIGHTS

## - GAMING -



### SARAH KARP

- B.S, Mechanical Engineering, 2018
- Position: Product Design Engineer
- Company: Playstation

### MIKIO DAVID

- B.S, Mechanical Engineering, 2014
- Position: UX Researcher - Hardware
- Company: Sony Interactive Entertainment

#### Tell Me About Your Job

Karp: "Being in product development, my years look very similar, but my weeks look very different. I work in audio hardware, so most of my work follows the hardware development cycle. For example, at the start of a product cycle most of my time will be spent prototyping, researching and working with other teams and stakeholders to socialize the information. Later in the cycle it'll move towards getting ready for engineering verification, product, verification, etc. and near the end, it'll be focused on mass production and delivery. Each of these phases takes very different skills in terms of technical implementation. So the biggest skills that I end up using ironically, aren't usually engineering skills, but the ability to communicate what I find to others and ask for help when needed."

#### How did your major or classes at CMU help prepare you for your job?

David: "CMU's engineering courses helped me understand how products are made, and by taking jobs in field engineering, manufacturing, and design, I discovered what roles I am most interested in."

Karp: "Getting a degree from CMU was the hardest thing I've ever done. The classes were technically and mentally challenging. If I can make it through that degree I can make it through just about anything! So much of my work is a blend of my major (ME) and minor (Music technology), and without that opportunity I don't know if I would have found my current position in Acoustics as quickly."

#### What other activities, hobbies, or experiences helped to prepare you for a job in your industry?

Karp: "Building prototypes and performing research outside of courses helped me understand project management."

David: "As someone working in acoustics, a love of music certainly helped, and during my time at CMU I was part of a few clubs that allowed me to do that. But most of what I learned in my job I learned on the job."

#### What classes would you recommend to a student who is interested in a job in your industry?

Karp: "Most of my classes for my industry I took in my masters' program, but since my industry is so niche I would recommend students go a little broader in the engineering discipline they're enjoying before committing to such a small path. Look at job descriptions of the jobs - read about the requirements and skills, and try to find classes that fit those descriptions."

David: "HCI and experimental psychology courses combined with UX design will give you a good foundation for UX Research."

#### What advice would you give to a student who is considering a career in your industry?

Karp: "I have my job due to my unique combination of engineering/audio and my masters in acoustics. My industry is tiny but full of passionate people. If you're interested in a job in acoustics, continue being curious and exploring the few options available."

David: "Work on UX research projects, interview actual users, and create a research portfolio showing why you chose certain research methods to answer a question or hypothesis. Become familiar with qualitative and quantitative research methods."

#### What advice would you give to a student applying for an internship/job in your industry?

Karp: "All the good rules of networking - reach out after doing your research, don't wait too long to apply, connect with the HR representative (if a big company) ASAP, have a solid resume on hand far before you feel you need to do it. I (and many others I know) read all the cover letters, but when I hired for two interns each position got over 1000 applicants - and wow is it hard to choose! Read the job description carefully for all the roles you want, and as much as I'm glad that this position would help you, it's even more helpful to hear how you'll fit in on the team and how you're excited to contribute."