## Career Guidebook







### **Mathematics**







### Computer Science



### Physics





## **Education and Careers in Computer Science**

The code that opens the door to stimulating projects and challenges



## **Guide Content**



### Profile of a computer scientist

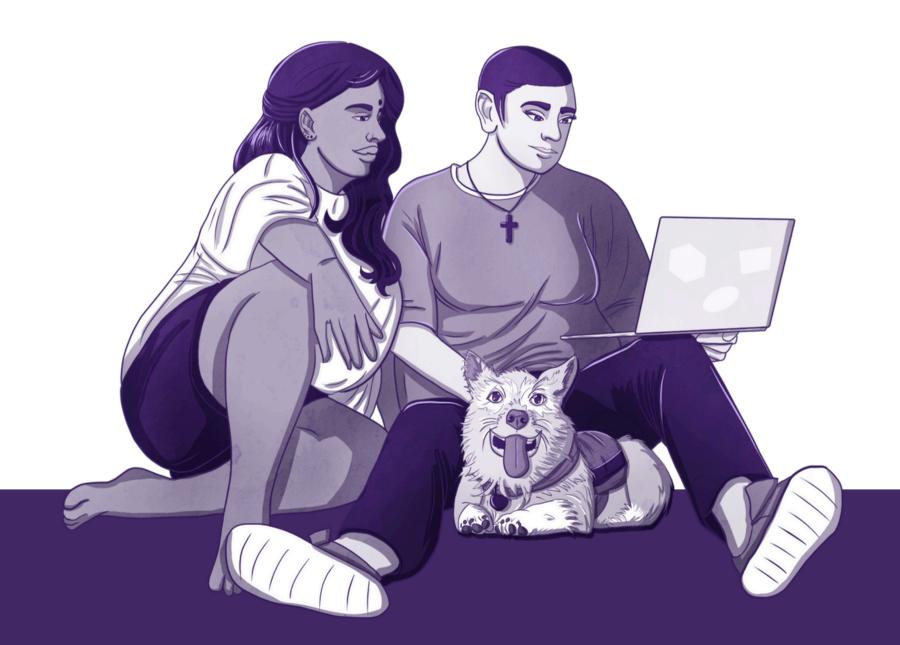
Training in Quebec

**Career Fields** 

Testimonials

Remuneration

## 01 Profile of a Computer Scientist



## A Computer Scientist

### ls

Curious

Versatile

Creative

Ressourceful

### Like

- Problem-solving
  - Collaborative teamwork
  - To communicate

### Has

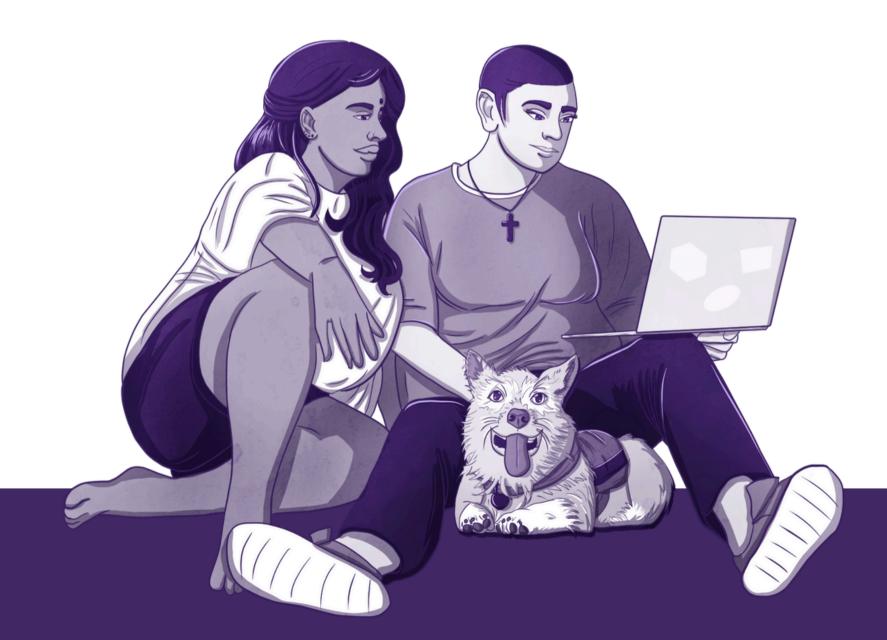
- Organizational skills
- Critical thinking

### Can

- Work efficiently
- Be independent

\* Source : Gouvernement du Canada (2020); Université Laval (service de placement)

### **02** Training **Career Trajectories**



## **Pre-University Programs** Lead to a Diploma of College Studies (DEC)

### **Natural Sciences**

### Duration: 2 years

Specific training: biology, chemistry, mathematics (differential and integral calculus, linear algebra and vector geometry), physics



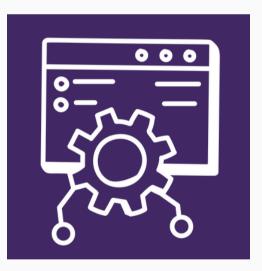


### **Computer Science** and Mathematics

### Duration: 2 years

Specific training: chemistry, computer science, mathematics (differential and integral calculus, linear algebra and vector geometry, discrete mathematics), physics

### **Computer Science Technology** Lead to a Diploma of College Studies (DEC)



**Duration: 3 years** Credits:90

Specific training: programming, interfaces and web development, introduction to databases, networks and IT support, security, software design and quality, mathematics

## **Bachelor of Computer Science**



### **First Cycle**

Duration: 3 years Credits: 90

Minimum R-score varies by university Mandatory courses: programming, discrete structures in computer science, operations research models, data structures, introduction to theoretical computer science, algorithms, computer systems, linear algebra, calculus, probability and statistics

### **03 Career Fields Computer scientists can have different positions or titles**





\* Source : Fiches carrières en sciences de la nature du Cégep Limoilou

## **Job Titles**

<ul> <li>Network administrator</li> </ul>	• Compu
<ul> <li>System administrator</li> </ul>	• Chief te
• Computer analyst	<ul> <li>Chief ex</li> </ul>
<ul> <li>Network architect</li> </ul>	• Program
<ul> <li>Software designer</li> </ul>	• Modelli
<ul> <li>Network designer (e.g., computer, fibre optic)</li> </ul>	<ul> <li>Vice pre</li> </ul>

• Systems designer

### outer consultant

- technology officer
- executive officer (CEO)
- ammer
- lling specialist
- president of research and development



## **Examples of Employers**

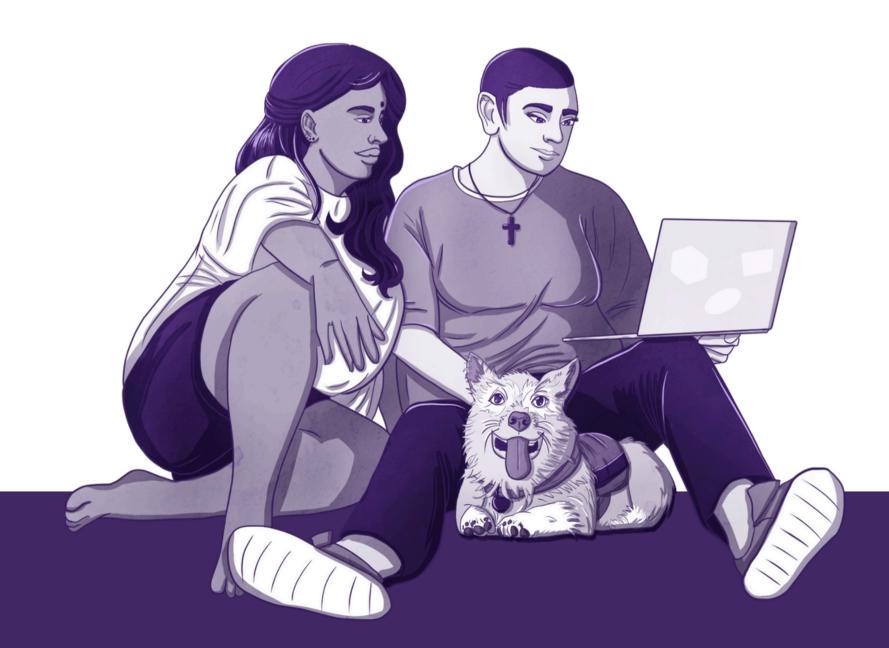
- Consulting firms
- Manufacturing industries
- Video game sectors

- IT and communications equipment manufacturers
- Parastatal industries
- High-Tech companies
- Finance/economic sectors
- Companies specializing in IT services and software development

- Research centres
- College and universities
- Federal and provincial governments

## 04 Testimonials

### **Profile of Professionals**





Tania Kim-Lan Joly

## **Technological Solutions Designer** (Architect) Société de transport de Montréal (STM)

Master's degree in compter science, Université du Québec à Montréal Federal Baccalaureat Switzerland, Collège Voltaire



"I design and model technological solutions to incorporate them into the STM's existing systems. I analyze the business sector's needs along with several colleagues assigned to other IT areas, such as security, networking, infrastructure and application software."



"I love working with my colleagues to find the perfect solution to meet our needs and particularly those of our users."



A challenge is to "reconcile innovation and potential impacts for the benefit of an organization that plays a major role for Montreal's residents and visitors."



### Product Manager OVA

### Keith Beaudoin



Bachelor's degree in compter science, Université du Québec à Trois-Rivières DEC-BAC in compter science, Cégep Garneau



"My work enables me to increase human capacity and understanding thanks to the development of applications based on immersive technologies like virtual reality, augmented reality and mixed reality. These technologies are also supported by artificial intelligence."



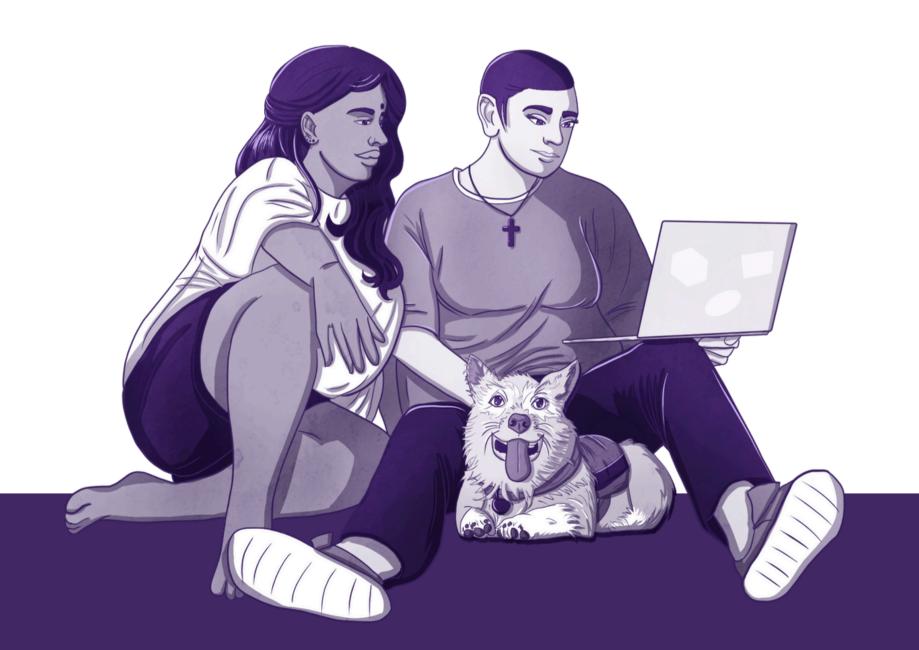
"I love experimenting with cutting-edge technologies. I also feel like I'm helping immersive technologies to grow and become more accessible."



A challenge is to "Work in an innovative field that is in its infancy. Everything still has to be built and defined!"



## Remuneration







## **Annual Salary**

### **Computer engineering**

\$ 53,000 -\$119,000



average per year

\* Source : Emploi-Québec (2015); Gouvernement du Canada (2020); Université Laval (service de placement)



### **Computer science technology**

# \$34,000 -\$96,000

average per year

## **Our Partners**









Fédération nationale des enseignantes et des enseignants du Québec

Fonds de recherche Nature et technologies Québec 🏅 🐇









Fédération des enseignantes et enseignants de cégep (CSQ)

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