

MSCS

COLLOQUIUM: VISTING COMPUTER SCIENCE: WHAT CAN I DO WITH MY COMPUTER SCIENCE DEGREE?

Monday, March 3, 2025 | 3:30PM RNS 210



Our Speaker:
EMERSON CLAY

COMPUTER SCIENCE
ADJUNCT INSTRUCTOR
AT ST. OLAF COLLEGE



DEVELOPING A VIDEO GAME IN 48 HOURS

Emerson grew up in Minneapolis, attended St. Olaf College, and then taught in Minneapolis Public Schools for several years, including teaching online during the pandemic and going on strike with them in 2022. After receiving his Masters of Science in Software Engineering from the University of St. Thomas, Emerson returned to St. Olaf to teach computer science.

What is it like to develop a video game in a time crunch for the Global Game Jam? This talk focuses on the process of game development in the Godot engine, working as a team with other coders, and overcoming challenges to create a playable game within 48 hours.



Our Speaker:
CHARLES FYFE

SENIOR SOFTWARE
ENGINEER AT META

COMPUTER SCIENCE
ADJUNCT INSTRUCTOR
AT ST. OLAF COLLEGE



DATA MIGRATION AT THE INSTAGRAM SCALE

Charles graduated from St Olaf in 2009, then completed a PhD in plasma physics at the University of Minnesota. After that he spent some time working on supercomputers. Now he builds messaging infrastructure at Instagram, with a bit of teaching on the side.

Instagram runs some of the busiest web infrastructure on the planet. Users send thousands of direct messages every second. The platform has zero scheduled downtime for maintenance. But, of course, maintenance still has to happen. This talk explores how we do it. Specifically: I'll be breaking down a recent project where we unplugged a critical 100+ TB database (saving \$1M/year) without interrupting service.