

# Perspective change: From Academia to Industry

## Brief Description

A discussion for technical graduates entering the corporate workforce.

## Audience

Focused on the audience of new professionals (1-2 years in the field) and graduating students, we seek to provide a meeting place for women who have similar issues as they leave their undergraduate/masters programs and begin working in the corporate workplace.

We have found, at past Grace Hopper Celebrations, a lack of sessions aimed at this group of people.

## Format of Panel

1. General Introduction – **3 minutes**  
Who you are, what company, how long, school, major  
One positive, one negative surprise at work (sentence written beforehand)
2. Moderator, each topic – **35 minutes**
3. Q&A - **Rest of time minus 1 minute**
4. One piece of advice – **1 minute**

## Topics

- Balancing between Breadth & Depth – **2 minutes each (total of 10)**
  - Coming in with a wide variety of skills and maintaining them.
  - Coming in as an expert, gaining a larger set of skills, but losing the strong expertise.
  - Becoming the “expert” in your field – making yourself valuable.
- How is effectiveness measured – **2 minutes each (total of 10)**
  - Evaluating yourself
  - Dealing with failure, evaluating mistakes and learning from them
  - Perfection and the 80/20 rule
- Hard Lessons in Effective Communication – **2-3 minutes each (total of 15)**
  - Negotiation, Conflict resolution
  - Managing people you don’t manage
  - Managing up
  - How to tell the right people, the right amount of information, at the right time.
  - Importance of Precision Questioning

## Qualifications of Session Leader

- Strict with the watch
- Coordinate with the speakers before the panel

## Panelists

- Working for 1-2 years
- Recruited from college/university
- Different schools
- Strong oral communication skills
- Strong career plans
- Companies:
  - Bioinformatics (Pfizer, Merck)
  - Internet Startup (Google, Amazon)
  - Larger Corporation (Microsoft)
  - Consulting firm (Goldman Sachs, etc.)
  - Gaming Company/Graphics (Bungie, Pixar, Industrial Light & Magic)

Panel Coordinators

**Julie Farago**

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425.722.1910

*Harvard University*

Bachelors of Arts, Computer Science 2003

*Microsoft Corporation, Windows Division*

Program Manager in Application Model, Avalon Group 1 year

*GHC 2002*

Presented her paper "Multi-Agent Cooperation in the Santa Fe Bar Problem"

**Seema Ramchandani** seemar@microsoft.com

426.283.9314

*Brown University*

Bachelors of Sciences, Computer Science, Neuroscience 2002

Masters of Sciences, Brain Sciences 2004

*Microsoft Corporation, Windows Division*

Program Manager in Controls, Avalon Group 1 year

*GHC 2002*

Presented the panel "The Mentoring Chain Reaction at Brown University"