Careers in Computing

What computing jobs exist, what the work is like, and how to start at any age.

- There's a Job Behind Every Screen
- Every Job on the Card, Explained

There's a Job Behind Every Screen

If you stopped at our table at a career fair, this page is for you.

infrastructureSquad promotes IT infrastructure operations as a way to teach computer science and engineering as they are actually practiced. We run hybrid training, mentorship, and real project work that supports local communities.

Thanks for stopping

You gave up part of a loud, busy day to talk to us, then scanned a code to keep reading. That is more curiosity than most adults bring to a Tuesday. We are glad you came by.

Everything on that card is a real job held by a real person. Sixty-three of them, and the list is not complete.

The field is bigger than the word "computer"

Most people picture a computing career as one person at one keyboard, alone, at night. That person exists. So does the network engineer keeping a hospital's phones working, the designer deciding where a button goes, the analyst catching an attack at 2 a.m., and the writer making a manual somebody can actually follow.

Some of those jobs are mostly math. Many are mostly people. All of them are paid.

Three things you do not need

You do not need to be a math prodigy. You need to be willing to learn the math a problem actually requires, which is usually less than people warn you about and far more specific.

You do not need to have started at eight. People arrive in this field from warehouses, kitchens, the military, and forty-year-old desk jobs.

You do not need to drop what you love. Games, drawing, arguing, fixing, explaining, organizing. Each one maps onto a job on that card. The people who last in this industry are usually the ones who kept the outside interest.

Start where you actually are

Middle school. Learn to type. Learn what a file is and where it lives. Take apart something broken. Try a free coding tutorial for one hour and quit if it bores you; there are twenty others.

High school. Take the computer science class even when it is not required. Get one thing working end to end: a small website, a game server, a home network. A part-time job fixing computers teaches as much as a course.

Already past high school. Same advice. Community college certificates, apprenticeships, and help desk jobs are real doors, and they pay while you learn.

None of these are prerequisites. They are the cheapest first steps.

What the work is actually like

You will spend more time reading code than writing it. You will be wrong in public and then fix it. You will explain the same thing four times to four different people. You will occasionally solve something nobody else could, and that hour will carry you for a month.

It is a trade like any other trade. It rewards patience, honesty about what you do not know, and the habit of looking something up instead of guessing.

One honest warning

This industry changes faster than most. The specific tool you learn this year will be gone. The habit of learning a new one will not. If you like learning things, you will be fine. If you only like being an expert, this will be uncomfortable.

Keep exploring

The card is the short list. The long version lives here: Every Job on the Card, Explained. Every title on the card, with what the job actually does and what it takes to get there.

The rest of the site is open too: training material, internship writeups, and hands-on labs, almost all of it written for someone who has never done this before. Pick a page and read it.

Keep in touch

Questions, or want to see what we are building? Email hi@infrastructuresquad.com.

Thanks again for stopping. Whatever you decide to do, do the version of it that keeps you curious.

Every Job on the Card, Explained