



OCEANEERING

Computer Science 380

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About Oceaneering...

Oceaneering is a global oilfield provider of engineered services and products primarily to the offshore oil and gas industry, with a focus on deepwater applications. Through the use of its applied technology expertise, Oceaneering also serves the defense, entertainment, and aerospace industries. Oceaneering's business offerings include remotely operated vehicles, built-to-order specialty subsea hardware, deepwater intervention and manned diving services, non-destructive testing and inspection, and engineering and project management.

Mission Statement...

Oceaneering's mission is to increase the net wealth of its shareholders by providing safe, cost-effective, and quality technical solutions satisfying customer needs worldwide.



Challenges...

- Joining ongoing projects
- Clearance/Security
- Visual Studio 2010, 2013, 2015
- NUnit
- C#
- McCabe Battlemap
- Tortoise SVN
- Hardware

How the Classroom Helped...

- Working in a group environment.
- An understanding C, C++, and Java.

What I Learned...

- How to unit test.
- Reflection:
 - Reflection provides objects that describe assemblies, modules and types. You can use reflection to dynamically create an instance of a type, bind the type to an existing object, or get the type from an existing object and invoke its methods or access its fields and properties. If you are using attributes in your code, reflection enables you to access them.
 - Type and attribute checking at runtime.
- How to better work in a group environment.