

My Future as a Software Engineer

My academic goal

I want to study Computer Science and become a Software Engineer.
My goal is to design, build, and improve reliable software.

Personal academic plan • October 2026

What Does a Software Engineer Do?

Builds applications

Websites, mobile apps, and business software.

Designs software

Plans code structure and chooses appropriate technologies.

Tests and improves

Fixes bugs and improves security and performance.

Works with teams

Collaborates with developers, designers, and other specialists.

My Path After High School

1. National university entrance exams

Choose the appropriate examination field and degree program.

2. Undergraduate degree

Usually 4 years in Computer Science or 5 in engineering.

3. Practical experience

Build projects, use GitHub, and explore internships.

4. Postgraduate specialization

An optional next step based on my career interests.

Panhellenic Exams: 4th Field

Economics and Informatics

- Modern Greek Language and Literature
- Mathematics
- Informatics
- Economics

The 4th field provides access to many Computer Science departments.
NTUA engineering programs require the appropriate 2nd-field pathway.

Admission Scores: Athens & Piraeus

Informatics — AUEB	17,680
Informatics & Telecommunications — NKUA	17,015
Informatics — University of Piraeus	16,870
Informatics & Telematics — Harokopio	16,360
Digital Systems — University of Piraeus	14,950

2026 scores reproduced from the original presentation; verify against official data.

How Many Admission Points?

16,000–18,000+

Competitive Computer Science departments have different admission thresholds. The scores on the previous slide are presented as 2026 figures, not predictions for my future entrance examinations.

My goal: consistent preparation and the strongest possible results.

What Will I Learn at University?

Programming

Python, Java, C/C++, or other languages depending on the degree.

Algorithms and data structures

Efficient problem-solving and computational thinking.

Databases and networks

How computer systems store data and communicate.

Software Engineering

Design, testing, architecture, and collaborative projects.

Possible Master's Degree Subjects

First possible master's

Software Engineering

Advanced software architecture, large-scale systems, code quality, and product development.

Second possible master's

Artificial Intelligence / Machine Learning

AI models, data, and intelligent applications.

Each degree has its own admission requirements and duration.

Career Development

Junior Software Engineer

First professional projects, learning, and collaboration.

Software Engineer / Mid-level

More independence and responsibility for software features.

Senior Software Engineer

Complex decisions, problem-solving, and mentoring.

Software Architect / Tech Lead

System architecture or technical leadership.

Conclusion and Sources

My goal is to build a strong Computer Science foundation, create real projects, and grow as a Software Engineer.

References for admissions and examinations

- [Greek Ministry of Education](#) — official admission data
- [mathimamou.gr](#) — admission score listings
- [panellinies.edu.gr](#) — university department information
- [poukamisas.gr](#) — admissions calculator
- [public.stadiodromia.gr](#) — 4th-field weighting information