ALUMNI SPOTLIGHT



4 Questions with Saurav Gupta

Software Engineering III, Adobe Master's in Computer Science, '24

What made you choose to study engineering at Cal Poly?

I chose engineering at Cal Poly for its strong computer science program and its hands-on, Learn by Doing philosophy. While earning my master's degree, I worked with exceptional professors, including my thesis adviser, on research that was both challenging and meaningful. The practical focus and collaborative environment made it the ideal place to grow academically and professionally.

What do you think engineering's biggest impact on the world will be in the future?

I believe engineering's biggest impact will come through advancements in AI and automation. These technologies are already transforming industries by improving efficiency, reducing manual effort and enabling smarter decision-making. As they evolve, they'll play a key role in solving complex global challenges — from health care and climate change to education and transportation — by automating routine tasks and unlocking new possibilities through intelligent systems.

What advice would you give to current engineering students?

Focus on building a strong foundation in problem-solving and stay curious. Don't just aim to understand concepts; apply them through projects, internships or hackathons. Learn to collaborate across disciplines and stay updated on emerging technologies like AI and automation. Most importantly, embrace challenges: they're often where the most growth happens.

How does your Cal Poly education apply to your job and daily life?

My Cal Poly education taught me to tackle problems hands-on, which directly translates to my work as a software engineer. Whether it's collaborating across teams or building scalable solutions, I rely on the practical skills and mindset I developed during my master's program. The emphasis on real-world projects and working closely with professors helped me build a strong foundation that I apply daily in designing, coding and problem-solving.

