



Career Paths: How to Get Started in Academia or Industry

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Overview

- Background
- Getting started in industrial research
- Case study – research at Sun Labs
- Lessons learned

Background



Getting Started in Industry Research

- Applied research
 - > **can become a product**
 - > needs to be justified in the context of the company
 - > not just about writing papers and half-baked prototypes
 - > a lot of extra effort is required to get a prototype to the level of a product
 - > a lot of interaction is needed to get product division interested in outcomes of the research

Getting Started in Industry Research

- Sun Labs career path
 - > Member of technical staff
 - recent PhD graduate
 - > Staff engineer
 - individual contributor, own a piece of a project
 - > Senior staff engineer
 - owns project, talks to the rest of the company
 - > Distinguished engineer
 - owns project, recognized externally as an expert in a domain
 - > Fellow
 - high level of contributions to the company and industry
 - very few people in the whole company become fellows

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Getting Started in Industry Research

- My experience
 - > Visiting Professor on **sabbatical leave**
 - > Best of both worlds
 - > Had own project (binary translation), wanted to know what was needed to apply it in industry
 - academia limited to research outcomes, no tech transfer unless create startup company (was offered VC funding)
 - industry provides opportunity for tech transfer
 - had to learn to get support for the project, not just from engineers but also from their senior management and my own senior management
 - the more different it is, the harder it is to transfer

Getting Started in Industry Research

- Determine your role in the project
 - > individual contributor
 - normally when you're junior at the Labs
 - also needed in product groups – junior and senior engineers
 - > lead a project
 - normally when you're senior and above at Labs
 - in product groups, normally manager leads a project and senior engineers lead parts of the project

Getting Started in Industry Research

Facts to Take into Account

- No “freedom of research” as per universities
- No basic research or theory-only projects
- Timeframe of projects is short-scale in general
- Less job security
 - > “tenure” doesn't mean anything
- Restrictions in terms of tools used
 - > productivity tools, sometimes for implementation projects
- May be difficult to go back to academia
 - > different criteria

Case Study – Research at Sun Labs

Research Strategy

- Applied research aligned with Sun's Business
- Innovate, Demonstrate, Transfer
 - > **Create** innovative technologies, (i.e. Java), but not the only source of innovation at Sun
 - > Use **small teams** to develop innovative technologies
 - > **Transfer** our Knowledge, Prototypes, People and Projects to Sun engineering
- Contribute to open-source and standards initiatives

Center for Innovation

We're About Surprises ...

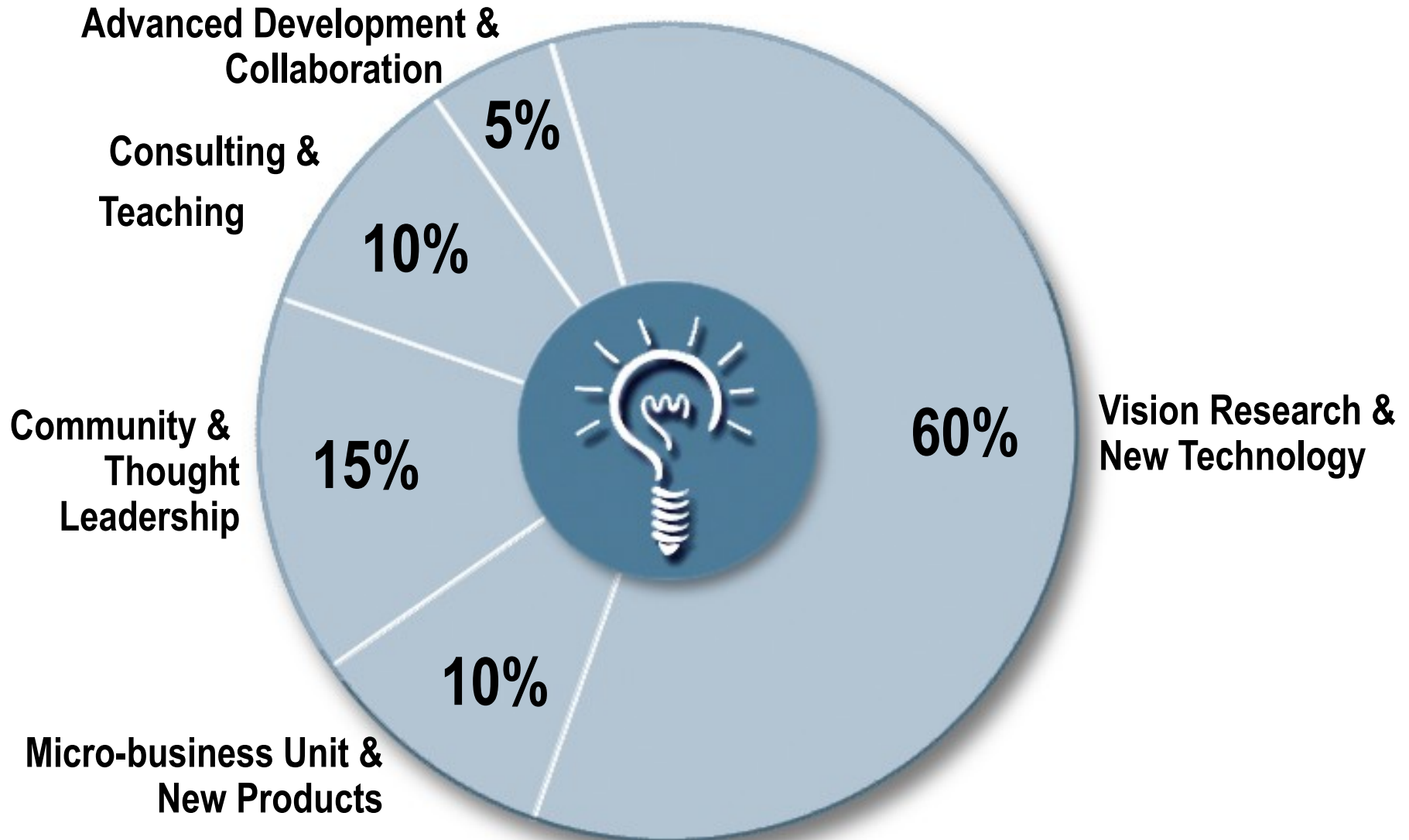
Engineering (Business Units)

- No surprises
- Execution on-budget, on-schedule is key
- Eliminate ambiguity
- Incremental product evolution
- Stability

Research (Labs)

- All about surprises
- Execution is important but innovation is key
- Ambiguity is your friend
- Two Innovation options:
 - > Substitute products
 - > New Markets
- Change

What We Do



Lessons Learned

- Choice of project
 - > May **improve** existing technologies and practices
 - product division needs to agree on taking it on board
 - sometimes transfer people to product group
 - > May **replace** existing technology
 - hard to transfer
 - > May **create** a new market
 - difficult to transfer as no product division at the other end
 - > May **contribute externally** to the company
 - contributions to open source code
 - projects not within the scope of the company

Lessons Learned

“Technology transfer is a contact sport.”

Bert Sutherland
Former Sun Labs Director

Lessons Learned

- Division of your time
 - > individual contributor
 - mostly research and implementation in the project
 - > lead a project
 - research, implementation, service (to the company and the community)
 - learn how to balance
 - and when to say no
 - > no formal teaching
 - teach interns new theory, technologies, and skills

Lessons Learned

- When starting a new project
 - > feasibility analysis
 - discuss with researchers and product folks
 - > propose project
 - have 2-3 year plan
 - proposal based on number of people likely to join project
 - > design
 - determine areas of research to tackle
 - determine infrastructure and implications of using such infrastructure
 - software licenses, implications of using open source
 - setup testing infrastructure prior to implementation

Lessons Learned

- Publish or patent or open source?
 - > No “publish or perish” rule
 - > **Patents** are important to protect company's IP
 - > **Papers** are useful to communicate one's research and be in touch with the community
 - > Contributing to **open source** is another way to be in touch with the community
 - need to be aware of one's time availability
 - > **Collaborative research** agreements are good to explore new ideas in related areas of knowledge
 - university owns IP

Lessons Learned

Work and life balance

- > Life events (e.g., baby is born)
 - can change project
 - can work part-time
 - can work from home
 - no clock is ticking for tenure
- > Working remotely (e.g., from Australia)
 - home office or hosted at university
 - more flexibility in life
 - less commute time, less stress (no traffic!)
 - need to be dedicated, like to work independently, have tools to be available (IM, video chat, email, phone)
 - need to create presence on the host site



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