

“It was destiny”

Bai Li, Principal Software Engineer

“In 2004, I was finishing two master’s degrees at the University of Wisconsin when I learned of a developer job at Infinite Campus,” Bai said. “It was destiny.”

Large and welcoming

Bai arrived at the Arden Hills (Minn.) office – just one tenth the size of the current headquarters – and remembers it being large: “There was so much space! The Campus culture back then is almost the same as today: very open and welcoming with friendly, caring managers and intelligent coworkers.”

Building communication tools

Bai is proud of his collaborative work with ShoutPoint (a Campus business partner) that created Campus Messenger with Voice. “It’s a powerful tool that can deliver thousands of calls in a minute,” Bai said. Districts use the tool to communicate with staff, students and parents via phone or text messaging. Using system data, it can also distribute emergency notifications.

“We create things...it’s very rewarding”

Dan Sweet, Manager, Software Development

“In fourth grade, my days consisted of typing and modifying programs on a TRS80 computer,” Dan said. “My parents would say, ‘You need to go outside!’”

“As a kid, technology interested me,” Dan said. He now oversees 15 engineers and analysts. “We create things...it’s very rewarding.”

What were the early years like?

“Work hard, play hard... cliché, but true,” Dan said. “We were focused and quickly built one tool after another. During lunch we’d play video games and have LAN Parties.” Learn about the parties and much more at infinitecampus.com/25.

Main way it’s changed?

“We built and released tools...then got feedback. Now we have developers, analysts and QAs, and conduct usability testing so software goes out with fewer bugs. We talk to users and value their feedback,” Dan said.

Numerous programming languages...

have been used by Campus developers over the years. However, our top programming language is collaboration as developers talk to end users to ensure their feedback is incorporated into products.

