



Software Development

Our core development principles and practices are inspired by Extreme Programming, which is an agile methodology designed to improve software quality and reduce the cost of change. A deep dive into this can be found in Kent Beck's [XP Explained](#). In this book, Beck talks a lot about three main things, but in a lot more detail:

- **Values:** The roots of the things we like & don't like in a situation. Important, but high-level enough that they might be misconstrued (e.g. Communication, Simplicity, Feedback, Courage, Respect)
- **Practices:** What you do. Practices are visible and concrete, but ... might not directly connect to a higher-level value (e.g., pairing, meeting, writing documentation)
- **Principles:** *"Principles are domain-specific guidelines for life."* Principles connect your values to concrete actions. Examples of principles include: Humanity, Economics, Mutual Benefit, Self-Similarity, Improvement, Diversity, Reflection, Flow, Opportunity, Redundancy, Failure, Quality, Baby Steps,

Core Values + Engineering


- 💡 **Listen first** - we are experts when it comes to software, but life long learners in the domain of our customers. We listen, collaborate, and iterate closely with our clients.
- ? **Learn why** - we are deeply invested in the outcomes of our clients and apply our expertise to make wise technology decisions with them.
- 🧶 **Love your craft** - we love programming and the craft of software engineering.

Our Practices

 [Pairing](#)

 [TDD](#)

 [Project Rotations](#)


 [Anchors](#)

 [Pair Retros](#)

 [Tech Lead](#)

Engineering Events

 [Code Crushing Committee \(CCC\)](#)


 [Book Club](#)


Resources

[XP Onboarding Deck](#)

[Tech Retro](#)

 [Stripe Certification](#)

 [The Library](#)

 [Engineering Interview Process](#)


▼ WIP

These are topics that need a notion page or an update.

- Tech retros
- Introduction to XP
- Managing technical debt
- Pair retros
- Project rotations

▼ Archived

 TDD (old)

 Pairing and Rotations • 04.06.22