



Quickbase Candidate Exercise

Software Engineer

10 | 30 | 23

Version 1.2

Agenda

We have 90 minutes to get to know each other

The first part of the interview is designed to generate a conversation. We want to know what is important to you and share what is important to us. Learnings and values are more important than details.

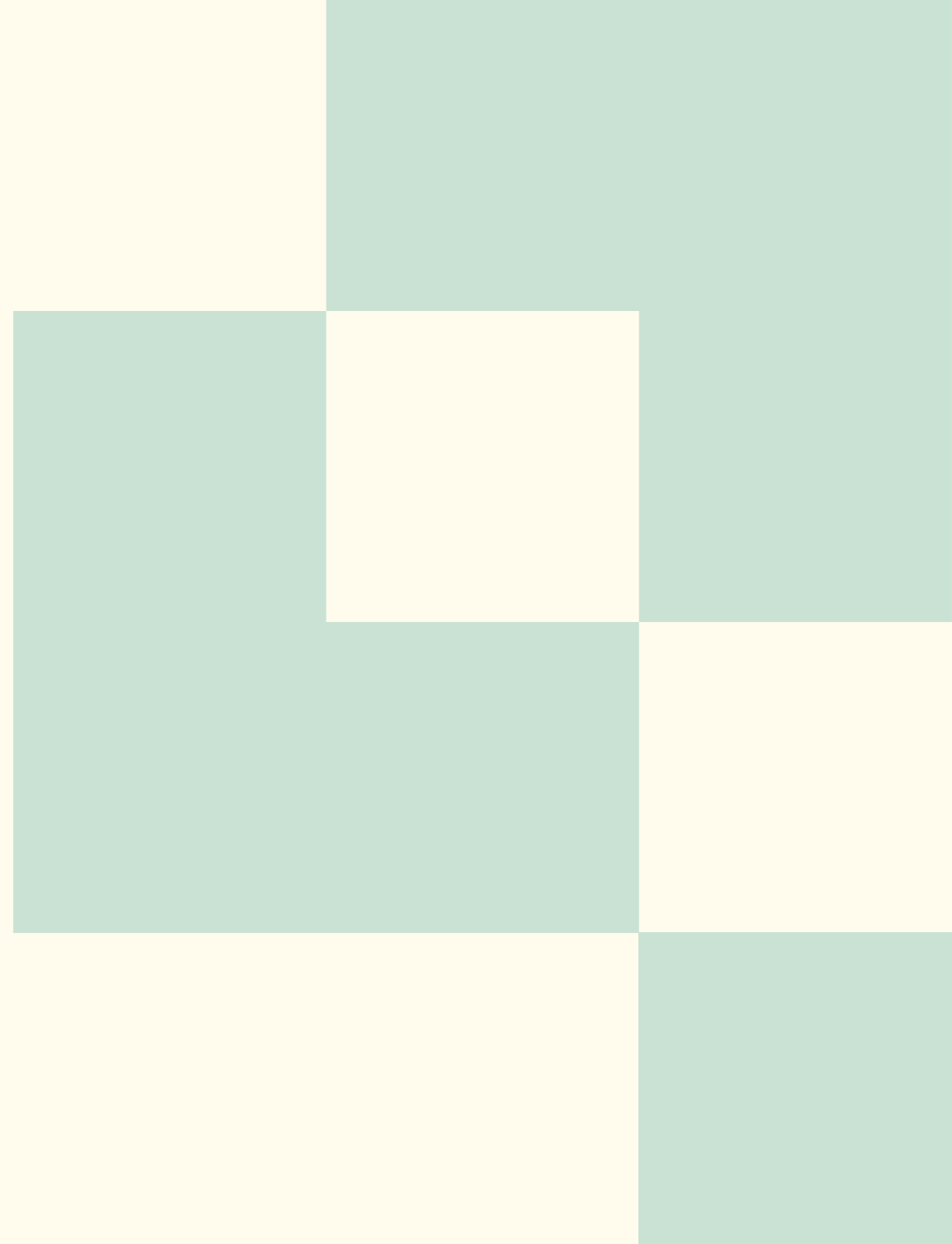
- **About Me**
Roughly 5 minutes to tell us about yourself and set some context.
- **Portfolio Accomplishments**
Showcase one or two career highlights. We should spend about 5 minutes on each.
- **Craft Demo**
You should spend about 30 minutes walking through the demo. The remaining 30 minutes is for discussion.

Our goal is to have a great conversation



Hello!

Get to know me a little better



Portfolio – Roku VoD and Streaming App

Problem

Describe the problem and explain your thinking. What were the constraints? What did you consider before starting? Who else were you working with?

- Roku specific scripting language and UI markup language
- Scarce documentation and materials on the web
- The client wanted a custom layout and functionality for the app

Results

Explain what you did and what you learned. Talk about why you were (un)successful. Were you able to apply your learnings to other projects?

- I learned how to properly read and understand documentation
- I learned to take the little information I had and make the most out of it in creative ways
- I managed to create three different modular layouts for a Roku app

Read the documentation and be persistent

Portfolio – USC Capstone Project

Problem

Describe the problem and explain your thinking. What were the constraints? What did you consider before starting? Who else were you working with?

- We had to develop a project on the broad topic of Smart Cities
- I had to blindly join or make a team of four people total
- Everyone else on the team was off campus and working aside from school

Results

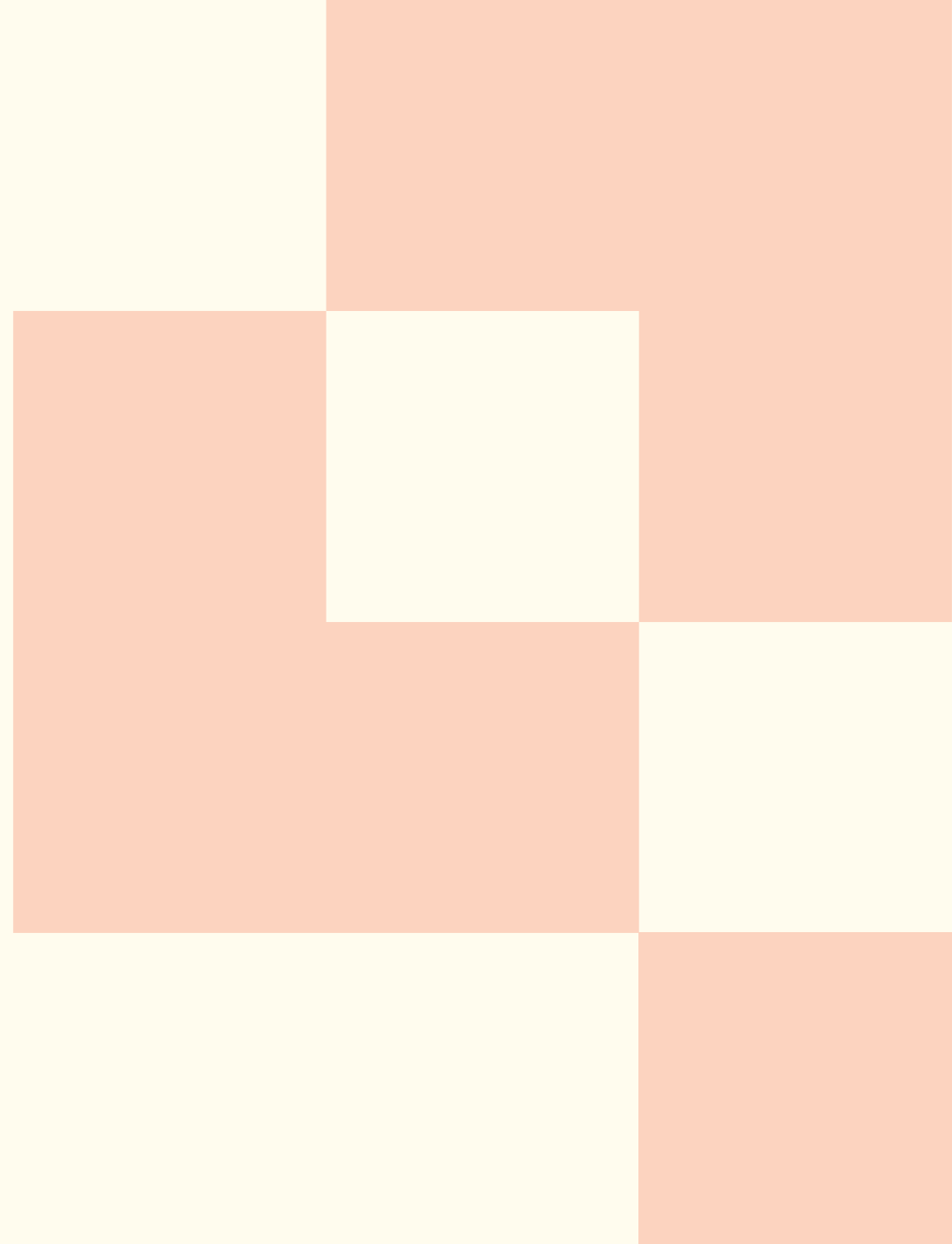
Explain what you did and what you learned. Talk about why you were (un)successful. Were you able to apply your learnings to other projects?

- I had to find a way to best serve the team with my strengths, and be flexible so I could support when someone was busy
- I had to learn to trust that my teammates would come through
- We presented the project to a Stanford researcher and received good feedback and excellent grades

Trust in your teammates, be flexible, team over ideas

Craft Demo and discussion

Let's look at the code!

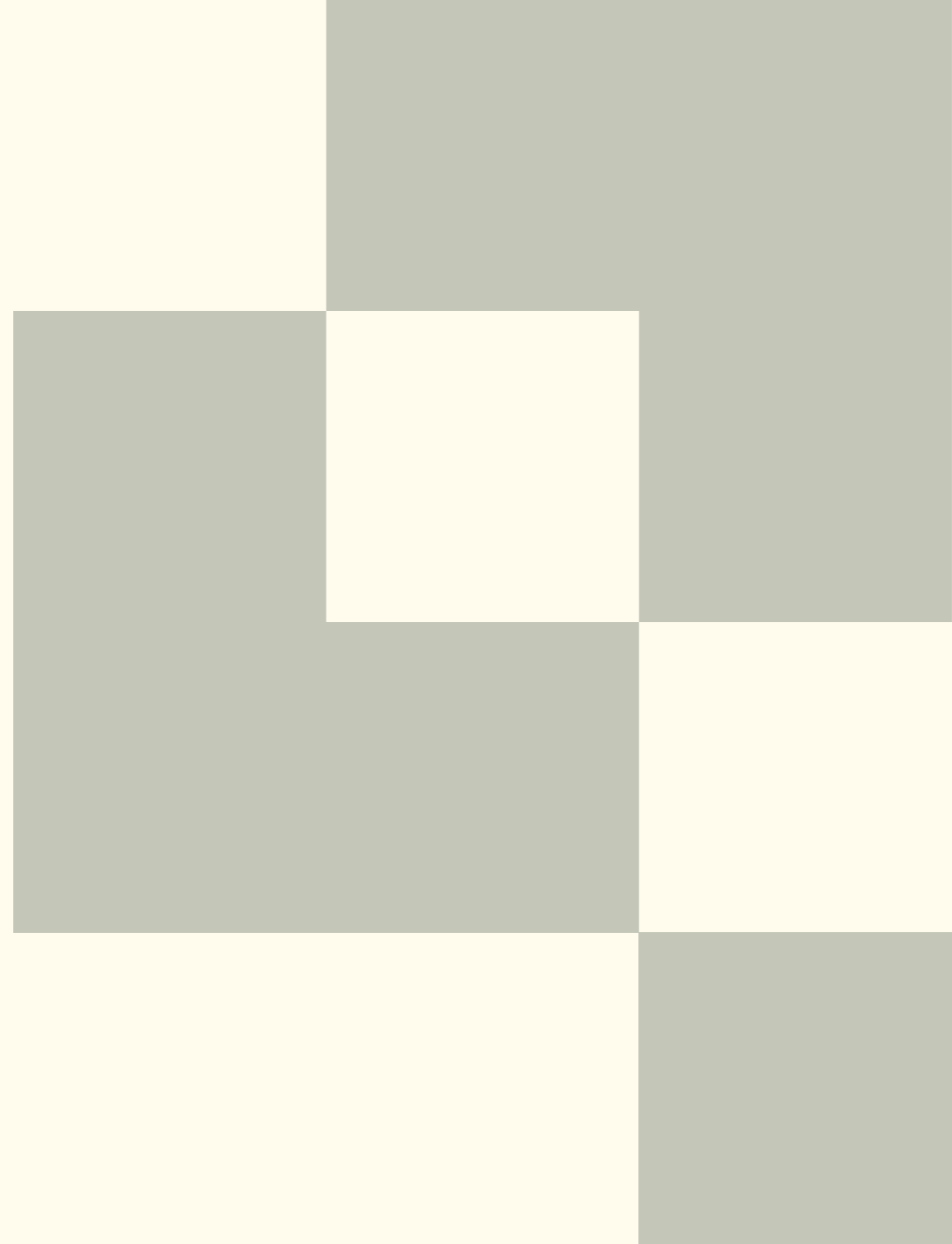


Describe your process and blockers

Give us a little insight into how you approached the problem, where you got tripped up or stuck, and how you resolved it. We can switch between this and the actual code as you'd like.

- Initially I got a bit stuck into overthinking about the details.
- Sometimes it can be difficult to start when you are facing a blank page and you have to think of multiple different components and how they should come together
- Having the ticket with all the specific requirements was helpful but also made some things require more work
- My general approach was to start by building the base: the card general html and styling
- Then, add the JS loop that dynamically injects the data into the html file and applies the styling classes
- From that point, it was all about working on the detailed requirements for styling and extending the features from the stretch section

Thank you!





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[Quickbase.com](https://www.quickbase.com)