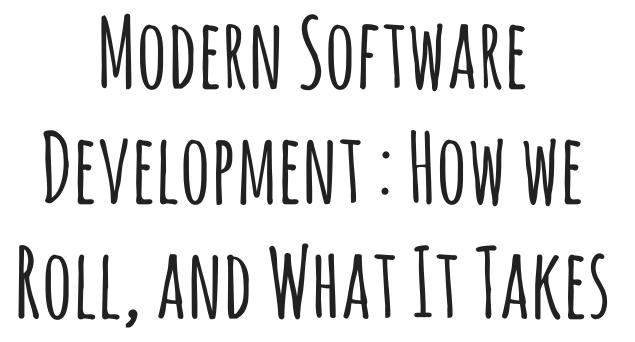




ME: THE OBLIGATORY MINI-BIO

30 YEARS WORKING IN SOFTWARE DEVELOPMENT MANY SECTORS, DOMAINS, DIFFERENT PROBLEMS I'VE DONE SOME NON-DEV / MANAGER-ISH THINGS I DO A MIX OF DEV. CONSULTANCY & COACHING NOW







POP QUIZ: WHAT ARE THE CHARACTERISTICS OF A TECHIE?

JUST SHOUT OUT THE THINGS THAT COME INTO YOUR HEAD WHEN YOU THINK OF "A DEVELOPER/PROGRAMMER"

(CLICHÉS, STEREOTYPES AND MILD INSULTS ARE FINE)



# WARNING: MAY CONTAIN STRONG OPINIONS

VIEWER
DISCRETION
ADVISED



Test Automation
Build Automation
Partial Agile Adoption

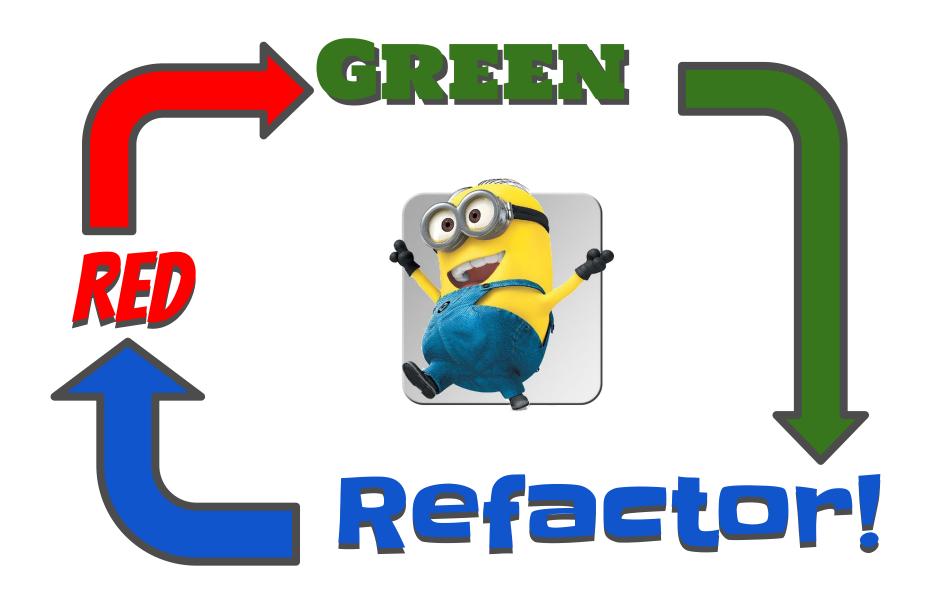
Continuous Integration
Simple Design
Test-Driven Development
Pair Programming



## WHAT DOES GOOD DEVELOPMENT LOOK LIKE

CODE CRAFT: CLEAN, TEST-DRIVEN, SIMPLE DESIGN HIGHLY COLLABORATIVE, PAIRED DEVELOPMENT EVERYONE LEARNING + SHARING, ALL THE TIME AUTOMATE ALL THE THINGS





DEVELOPER: KEY INGREDIENTS

CREATIVE: ABSTRACT IDEAS + LANGUAGE => SOLUTIONS

CONFIDENT: CAN DELIVER BY WORKING THE RIGHT WAY

HUMBLE: KNOWING YOU DON'T KNOW EVERYTHING

ETHICAL: IMPACT OF ACTIONS ON USERS+COLLEAGUES



## THE "ROCKSTAR/NINJA PROGRAMMER" ANTI-PATTERN

"WELL, S/HE IS DIFFICULT...BUT ...

THEY GET STUFF DONE..."



MOST OF THE TIME, THESE PEOPLE ARE TOXIC FOR TEAMS



All too often, programmers are divided into average programmers and rockstar or ninja programmers. Where there's a rockstar, there's a trashed codebase with broken classes and spaced-out control flow. Where there's a ninja, there's mysterious bugs and build problems that occur in the middle of the night.

Where there's an average, there's a distribution. In the long term, what matters is less *where on the distribution someone is* than where they are *headed*.

If you want to divide programmers into two groups, there are programmers who get better and programmers who don't.

#### You care about the first group.

-- Kevlin Henney, preface to "Becoming a Better Programmer"



YOUR "CORE": KEY SKILLS

HIRING COACHING
BUSINESS PRODUCT

TDD DESIGN LANGUAGE FRAMEWORKS 10012 AUTOMATION PLATFORMS PERFORMANCE LOW-LEVEL DEBUGGING

ANALYSIS TESTING MARKETING FINANCIAL BE A T-SHAPED TECHIE

## | PAUSE |



QUESTIONS, COMMENTS, HOWLS OF DERISION?





## HIRING PROCESS: THE CAST OF CHARACTERS



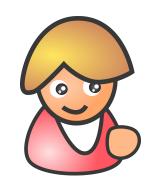
REGINALD THE RECRUITER

YOU, THE AMAZING CANDIDATE

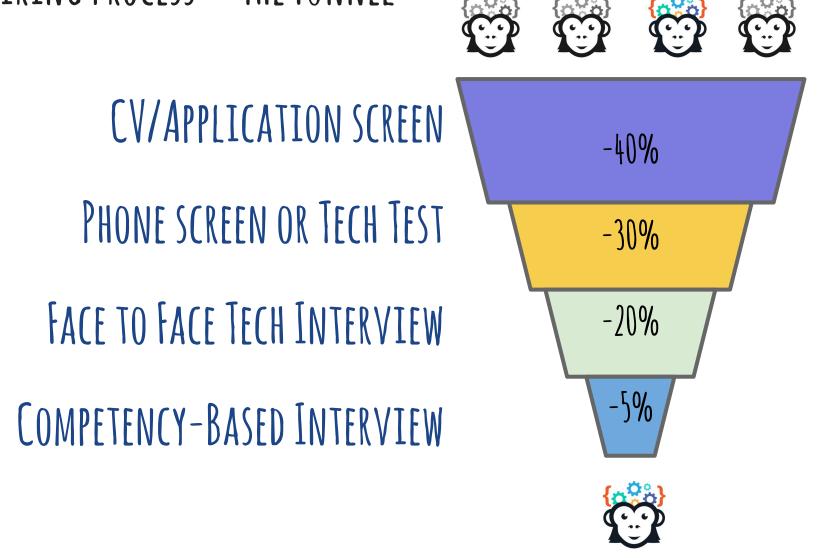


THERESA THE TECH INTERVIEWER





## HIRING PROCESS: "THE FUNNEL"



## WHAT MAKES AN INTERVIEWER HAPPY

WORDS AND ACTIONS

MATCH
YOU DO WHAT YOU SAY YOU DO

A NARRATIVE THAT MAKES

SENSE

JOINED UP, WITH PURPOSE AND INTENT

YOU'RE IN CONTROL OF YOUR

OWN DESTINY
YOU'RE DRIVING, AND NOT BEING LED

### ...AND UNHAPPY...

DISINTEREST, DISENGAGEMENT

KILLS 99.99% OF JOB

APPLICATIONS.

STONE.

DEAD.





## CVS, APPLICATIONS: GETTING OFF TO A GOOD START









## GET THE CV BASICS RIGHT

- A COUPLE OF PAGES, JUST THE IMPORTANT STUFF
- AVOID ENDLESS LISTS OF TOOLS & FRAMEWORKS
- SPELLING AND GRAMMAR: AIM FOR ERROR-FREE
- REVERSE CHRONOLOGICAL ORDER, THANKS:)
- NARRATIVE, AGAIN: WHERE ARE YOU HEADING & WHY?
- GET IT REVIEWED



## ...GET YOUR CONTRIBUTION AND NARRATIVE ACROSS

- WHAT WAS YOUR OWN CONTRIBUTION?
- WHAT DID IT ACCOMPLISH?
- WHAT DID YOU GET OUT OF IT?
- WHAT NEW STUFF DID YOU LEARN?



## TELEPHONE SCREENS: A CONSISTENCY CHECK, AND A FILTER





## PHONE SCREENS: THE KNOWLEDGE-BASED STUFF

## SHORT, FAIRLY SPECIFIC QUESTIONS:

- LANGUAGE, CORE API
- CS CONCEPTS (ALGOS, DATA STRUCTURES)
- TOOLS AND 3RD PARTY FRAMEWORKS
- VIRTUALLY ANYTHING RELATING TO YOUR SKILLS





## PHONE SCREENS: THE EXPERIENCE-BASED STUFF

- "TELL ME WHAT YOU DID ON (PROJECT)?"
- "IT SAYS HERE YOU USED (FRAMEWORK)...
  - ...WHAT PROBLEMS DID YOU FACE?"
- "TELL ME HOW YOU SWITCHED TO (TOOL)"





## PHONE SCREENS: HOW TO APPROACH 'EM

- BE FRIENDLY...REMEMBER IT'S A FILTER
- KEEP YOUR ANSWERS CONCISE
- ASK FOR CLARIFICATION IF YOU NEED IT
- SAY WHEN YOU DON'T KNOW
- DON'T DO THIS → Google



how do I reverse a string in

how do i reverse a string in java how do i reverse a string in python how do i reverse a string in c++









#### The psychodynamics of coding interviews in one picture.



RETWEETS 1,366

LIKES 1,225















## ONLINE TECHNICAL TESTING AND SCREENING



A VERY COMMON CHOICE FOR COMPANIES NOW.
TIMED CHALLENGES, SET BY THE INTERVIEWER.

codility

FREE TO SIGN UP AND TAKE SAMPLE/PRACTICE CHALLENGES



## PRACTICAL/"HOMEWORK" ASSIGNMENT



- PRACTICAL EXERCISE, DONE OFFLINE
- FOR SCREENING OR AS F2F DISCUSSION POINT
- EXAMPLE #1: "CLEAN UP AND FIX THIS CODE"
- EXAMPLE #2: "WRITE AN APP/SITE THAT DOES..."
- EXAMPLE #3: "DO THIS CODE KATA"
- ACTUALLY A PRETTY GOOD, FLEXIBLE APPROACH



## TIPS FOR PRACTICAL ASSIGNMENTS



- KEEP A LOG AS YOU WORK THROUGH IT
- SHARE THIS BACK WITH THE COMPANY: README.MD
- FOCUS ON READABILITY, SIMPLICITY AND CLARITY
- DIY, BUT IT'S OK TO GET REVIEW INPUT FROM PEOPLE
- THINK ABOUT DISCUSSION POINTS: YOU DRIVE



## F2F INTERVIEWS: VENDING MACHINE, A REAL CODING EXAMPLE

# A SIMULATION OF A VENDING MACHINE, DONE IN A TEST-DRIVEN STYLE:

- INSERT MONEY, TRACK TOTAL
- RETURN MONEY ON DEMAND
- VEND ITEMS, TRACK STOCK

http://bit.ly/vendingkata





## F2F INTERVIEWS: GOOD APPROACHES TO USE

- WRITE A LIST OF TESTS TO KEEP YOU FOCUSED
- SKETCH AN IDEA ON PAPER
- GO THROUGH THE SPEC AND HIGHLIGHT ALL THE NOUNS
- SIMPLIFY, AND FLAG THAT YOU'RE DOING IT
- ENGAGE THE OTHER GEEK IN THE ROOM WHO PROBABLY WANTS TO GET CODING ANYWAY:)



## F2F INTERVIEWS: QUESTION AND ANSWERS

## EXPECT:

- SPECIFIC QUESTIONS ABOUT LANGUAGE, DESIGN AND TECHNIQUES
- OPEN QUESTIONS THAT YOU NEED TO THINK ABOUT, STRUCTURE, AND MAYBE SKETCH OUT



### FIZZBUZZ...DON'T BE THAT PERSON...



26 Feb 2007

## Why Can't Programmers.. Program?

I was incredulous when I read this observation from Reginald Braithwaite:

Like me, the author is having trouble with the fact that 199 out of 200 applicants for every programming job can't write code at all. I repeat: they can't write any code whatsoever.



## FIZZBUZZ, AN ALTERNATIVE THEORY



Richard Dalton @richardadalton



FizzBuzz was invented to avoid the awkwardness of realising that nobody in the room can binary search an array.

RETWEETS

10

LIKES

















2:29 AM - 24 Apr 2015











## COMPETENCY-BASED INTERVIEWS









## A REAL EXAMPLE : ON "EMPATHY"

- "DESCRIBE A SITUATION WHERE YOU NEEDED TO UNDERSTAND THE NEEDS OR POINT OF VIEW OF OTHERS WHEN MAKING A DECISION."
  - "WHAT WAS THE SITUATION?"
  - "WHAT DID YOU DO TO IDENTIFY AND UNDERSTAND THEIR NEEDS?"
  - "WHAT WAS THE OUTCOME?"

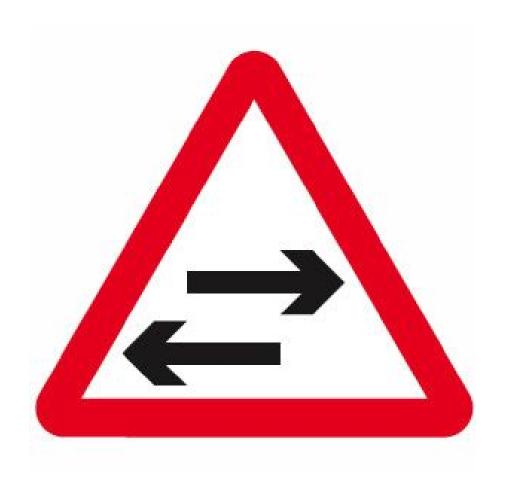


#### TIPS: EASY TO REMEMBER, AND MIGHT DIG YOU OUT OF A HOLE

- "STAR" / "SO WHAT?"
  - SITUATION TASK ACTION RESULT
  - "SO WHAT?" IS EASIER TO REMEMBER
- "MIRROR, SIGNAL, MANOEUVRE":
  - FLAG THAT YOU'RE ABOUT TO TAKE A TURN AND THEN TAKE IT



### INTERVIEWS: THEY'RE NOT ONE-WAY TRAFFIC. HAVE QUESTIONS.





"WILL I BE ABLE TO KEEP LEARNING IN THIS PLACE ...?"

"HOW DO YOU SUPPORT LEARNING ON THE JOB? IS
THERE DEDICATED LEARNING TIME?"

"WHAT KIND OF MENTORING SETUP DO YOU HAVE?"

"DO YOUR DEVELOPERS ATTEND CONFERENCES TO KEEP UP TO SPEED WITH CHANGES IN TECHNOLOGY?"



"I WONDER WHAT THEIR DEVELOPMENT APPROACH IS...?"

"DO YOU DO CODE REVIEW? HOW DOES IT WORK IN YOUR COMPANY?"

"WHAT KIND OF EQUIPMENT AND TOOLS DO YOUR DEVELOPERS WORK ON? IS THERE ANY FLEXIBILITY ON TOOLS?

"DO YOU PAIR PROGRAM? WOULD YOU SAY THAT MOST DEVELOPMENT USES TDD?



"I WONDER HOW WELL THE WHOLE ORGANISATION WORKS...?"

"DO ENGINEERS / DEVELOPERS HAVE DIRECT CONTACT WITH PRODUCT MANAGERS? TESTERS? UX PEOPLE? Does everyone work in a single team?

"Would you say that you "do agile"? What kind of agile methodology do you follow?"

"HOW OFTEN DO YOU SHIP/RELEASE PRODUCTS?"



# | PAUSE |



# 







#### Welcome to Mastermind, what is your chosen specialist subject?

"Javascript frameworks, June 1st 2014 to June 3rd 2014"

RETWEETS 178

LIKES 149

















4:44 AM - 5 Sep 2015











#### THINGS THAT MATTER LONG-TERM

### PEOPLE/ORG SKILLS CODE CRAFT PROGRAMMING IDIOMS SOFTWARE DESIGN LANGUAGES TOOLS

FRAMEWORKS

#### THINGS THAT MATTER LONG-TERM VS INITIAL FOCUS

PEOPLE/ORG SKILLS CODE CRAFT PROGRAMMING IDIOMS SOFTWARE DESIGN LANGUAGES 10015

FRAMEWORKS

**FRAMEWORKS** 10015 LANGUAGES SOFTWARE DESIGN PROGRAMMING IDIOMS CODE CRAFT PFOPLF/ORG SKILLS

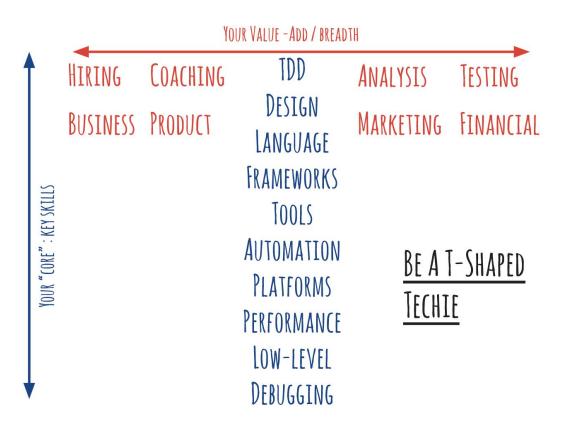
#### THE FIRST COUPLE OF YEARS

- ORG CULTURE AND TECHNICAL MENTORING MATTER MORE THAN ANY OTHER FACTORS
- PAIR PROGRAM AND HOOVER KNOWLEDGE MERCILESSLY
- EYES ON THE PRIZE KEEP THE LONG-TERM IMPORTANT STUFF IN MIND
- YOU'RE NOT THERE JUST TO MAKE UP THE NUMBERS



#### ...AND THE NEXT FIFTY...

THIS JUST GETS BROADER & DEEPER -YOU DON'T LEAVE THE "T" CORE BEHIND...





#### STUFF FOR YOU TO DO: YOUR KANBAN BOARD

- START A PERSONAL PROJECT: GITHUB OR BITBUCKET
- LINKEDIN: SORRY, BUT YEAH, LINKEDIN.
- GO ALONG TO SOME TECH MEETUPS
- START PRACTICING TDD USING CODE KATAS
- SIGN UP FOR HACKERRANK AND CODILITY
- CV AND NARRATIVE



## THANKS FOR LISTENING!

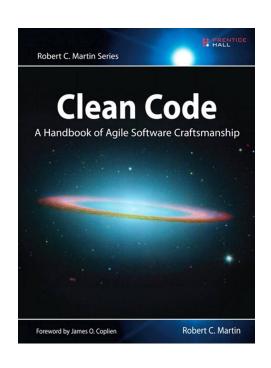


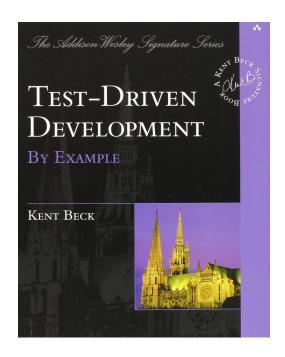
HTTPS://UK.LINKEDIN.COM/IN/13CODERS

@13coders MIKE@13coders.com +44 7808 480387

"OH, WHAT, SERIOUSLY...THIS GUY IS STILL TALKING?"

#### RESOURCES: BOOKS ON CLEAN CODING APPROACHES

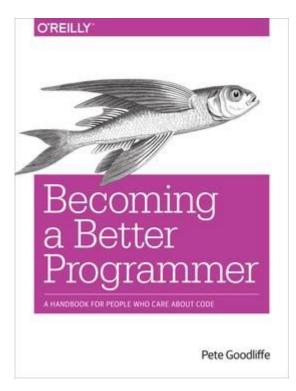


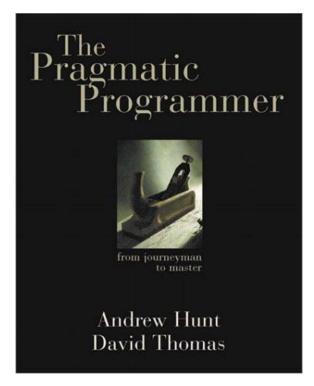


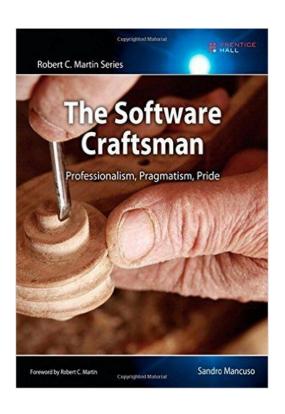
BOTH GOOD, IN DIFFERENT WAYS



#### RESOURCES: GETTING BETTER AT GETTING BETTER



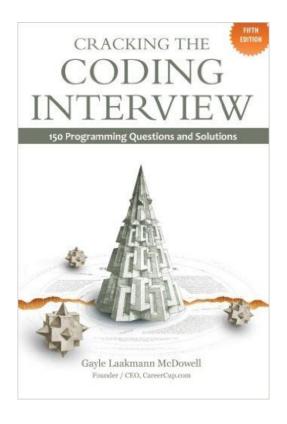




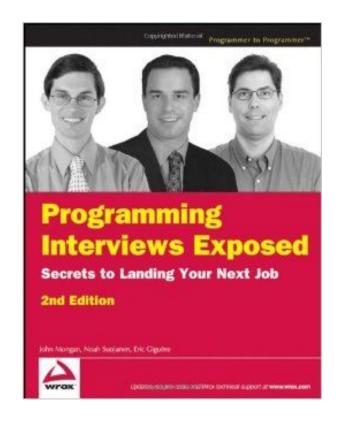
THIS IS VERY, VERY GOOD



#### BOOKS ABOUT GETTING HIRED



← IF YOU'RE ONLY GETTING ONE, THIS IS PROBABLY IT





#### RESOURCES: ONLINE ARTICLES

- STEVE YEGGE ON GETTING HIRED AT GOOGLE
- GREAT LIST OF CODE KATAS TO TRY OUT
- ROBERT C. "UNCLE BOB" MARTIN'S VIDEO INTRO TO CLEAN CODE
- MARTIN FOWLER ON 4 RULES OF SIMPLE DESIGN
- HACKERRANK AND CODILITY
- OPEN TECH CALENDAR
- GUARDIAN CAREERS ADVICE



## THANKS FOR LISTENING!



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