Code School Instructors & Available Talks
Code School Local

Gregg Pollack	Screencaster/podcaster, Tech Startup advisor, and expert of something.
Available talks	***12 Steps to be a Better Developer*** - This is a talk about lessons they don't teach in programming class. Things like setting expectations, getting outside your comfort zone, moving from independence to interdependence, and understanding software development is a craft.
	The Future of Online Learning - Everyone at some point in their career will need to create teaching material online. This could be teaching your customers to use your product, or teaching other developers how to use your API. In this talk Gregg takes a look at in person teaching techniques and we'll take a look at how they're being migrated online by looking at 8 different EdTech startups.
	How to Win At Tech Presentations - Over time and continuous feedback, Gregg has learned a great deal about delivering effective technical presentations in the last few years. In this talk he walks you through all the tips and tricks to create engaging presentations.
	Building Businesses - With a number of startups under his belt, Gregg has learned a great deal building Envy Labs as a consultancy, what works well and what doesn't. In this talk he will go through the Envy Labs story, share lessons learned along the way, and talk about how Code School managed to get off the ground while bootstrapping.

Caike Souza	Rails 4 Instructor
Available talks	***Powerful Interfaces*** - We explore the best practices in using interfaces as the foundation for designing object oriented applications in Ruby and Rails. We will talk about some of the techniques that make it possible to write loosely coupled components, run faster tests and have a more enjoyable programming experience.
	Rails 4 - Presentation of selected slides from Code School's course

Eric Allam	Javascript Instructor
Available Talks	***ActiveSupport*** - Most Rails developers only take advantage of the very minimum of ActiveSupport, a powerful set of utilities that lie at the core of Rails. This talk will cover how to better utilize ActiveSupport to write awesome code that does more with less (code).

Olivier Lacan	Git & jQuery Instructor
Available talks	***Essential Rails Tools*** - Working with Rails often means switching between several Ruby versions back and forth which is made almost seamless by RVM. It also involves several simple command line tools like Pry, Pow, and Bundler and that will make your development life so much easier.
	Science-based Development - Development, like science, is a messy endeavor. It's near impossible to control all the variables. Testing code is a noble goal, but it's very easy to test the wrong thing. Many experienced scientists are fooled by their senses and biases. To account for that they crafted and refined a Scientific Method. That method has been stress tested by centuries of experimentation, discovery and peer-review. It probably wouldn't hurt to try to apply it to development and see what it can offer.

Nick Walsh	Front-end Instructor
Available talks	***Adding Accessibility*** - Discusses the difficulties inherent in accessibility with web apps, including screen readers, keyboard-only use, and color blindness. Includes examples, tips, and resources for additional learning.
	CSS Performance - Advancements in CSS have quickly shifted the conversation from what you can do to what you shouldn't do. This discussion goes into profiling CSS paint times and frame rates, optimizing selectors, the various implications of retina-friendly images, and common performance pitfalls in stylesheets.
	Coping Mechanisms - Sitting between design and development presents a unique set of challenges to the rapidly growing class of front-end developers. This discussion dives into techniques for successful communication in connecting creative types and software developers together.

Jason VanLue	Design Instructor
Available Talks	***Three Pipe Problems and How Design Can Solve Them*** - The world is full of Three Pipe Problems, many of which can be solved through design. At its core, design is finding a better way to do something either by making something new or by making something better. Each day we get to shape the world around us through design. The question is, what are we doing with that opportunity?
	Narrative Design Process - We love stories. Whether it's a bedtime story, gripping novel, or a popular TV series, stories make us think, feel, and experience in a unique and powerful way. Stories capture our attention because we can identity with them. When we can incorporate storytelling into digital design, our design becomes more personal, more real, more effective. This type of design is narrative design. In this talk we'll discuss what narrative design is, and how we incorporate narrative design into Code School. We'll talk about why narrative design helps create a more effective and more realistic learning platform in three main parts: (1) What Is Narrative Design?, (2) Why Do We Use It?, and (3) How Do We Incorporate It?
	The Interactive Layer - Every successful design is made up of several core elements. Content, layout, style, etc. But one element often overlooked is the interactive layer—things like animations and immersive interactions that draw the user deeper into your design. Learn why the interactive layer is so valuable to your design, and how to effectively build this layer into your work.
	Functional HTML5 & CSS3 - Highlights from course (see: http://www.codeschool.com/courses/functional-html5-css3)
	Journey Into Mobile - Highlights from course (see: http://www.codeschool.com/courses/journey-into-mobile)
	Mobile Design Process - Designing for mobile environments is essential in today's world, and as such should be a high priority in your workflow. Mobile design can't be an afterthought, it requires careful planning and an intentional approach. In this workshop Jason VanLue will walk through an effective mobile design process from start to finish, where you'll learn practical tips and design examples that you can apply to your next mobile project.