

Career Design Patterns

soft skills framework for software developers

Survey

CareerDesignPatterns.com/survey

Missed the Presentation at Code Camp?

Register for the next online webinar of the Career Design Patterns presentation.



Chad Bostick — I help software developers

- Know their value
- Focus on what matters
- Get better jobs
- Make more money
- Have a bigger impact
- Lead their teams

Chad Bostick — chad@hellotechpros.com



[Hello Tech Pros Podcast](#)

270 episodes (2016)

Motivation, Productivity, Leadership, Tech,
People, Entrepreneurship, Being Unplugged

Chad Bostick — chad@hellotechpros.com



Hello Tech Pros is rebranding to:

Career Design Patterns Podcast

same RSS feed, new show format

Agenda

**Because we are professionals
and this is business.**

- Who is this for and what do you get out of it?
- What are patterns?
- Practical “real world” pattern examples
- Classic career patterns
- Real world career problems
- Career Design Patterns



**Who this is for
and why you
should care**

**For professional developers who
want to make a personal or
professional transformation.**

You should care because

- You want to make more money.
- You want more respect from peers and management.
- You're tired of getting assigned the crap work.
- You want to nail the interview.
- You want to land better jobs.
- You want to make a name for yourself in the dev industry.
- **Unlike every piece of technology, soft skills are everlasting and transferable.**

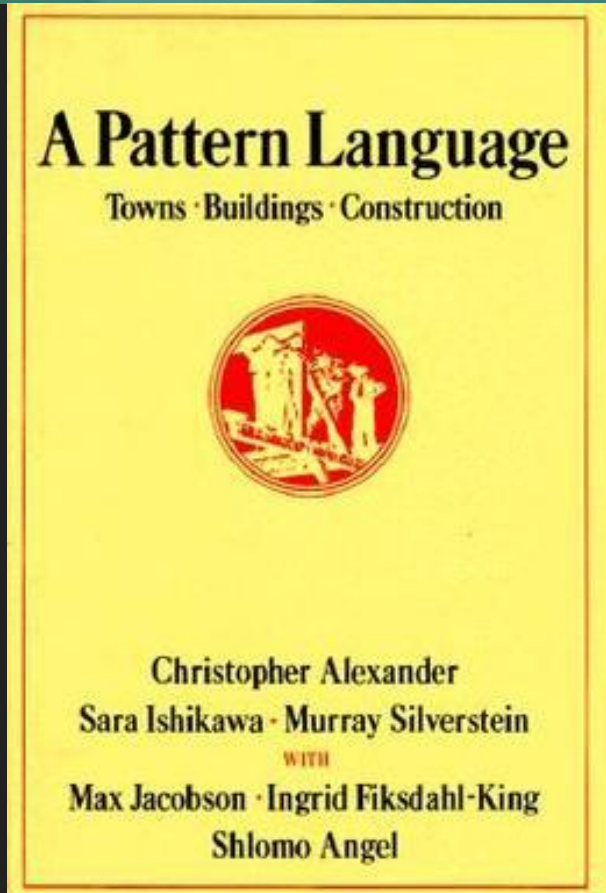
What are patterns?

What are patterns?

A pattern is a reusable form of a solution to a problem.

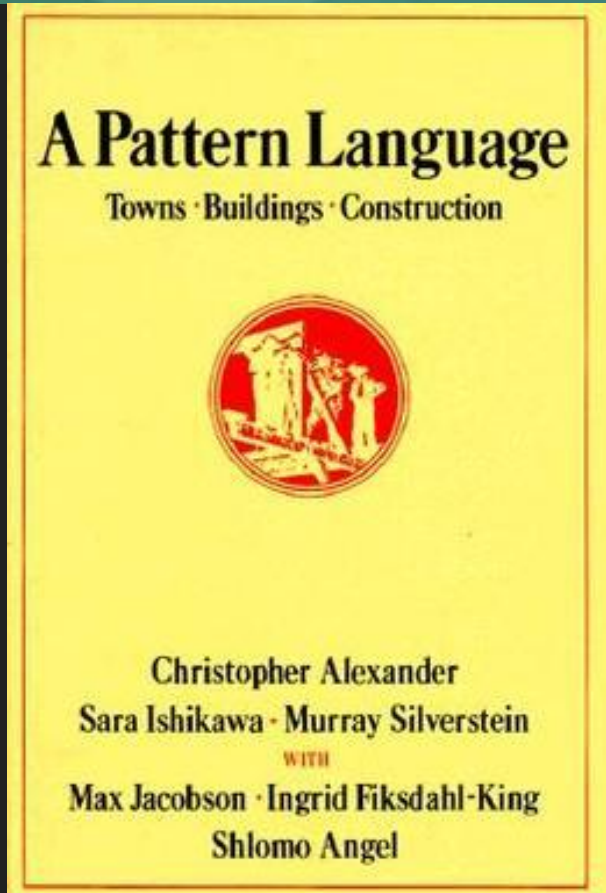
- Clothing
- Civil Architecture
- Structural Architecture
- Teaching
- Software Architecture
- Software Design
- Career Growth??

PROBLEM + REPEATABLE SOLUTION = PATTERN



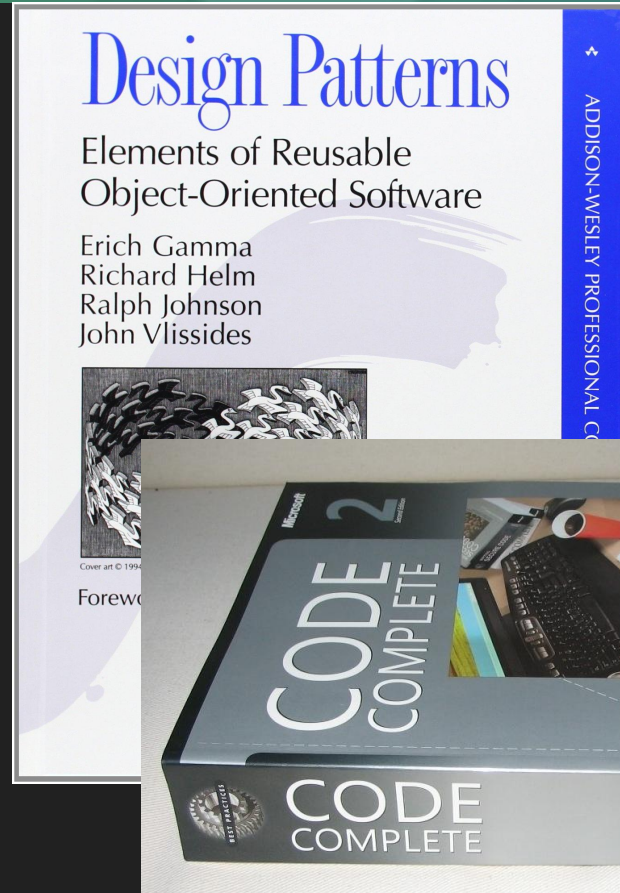
Published 1977

3 years before “C with Classes”
(C++) invented —>



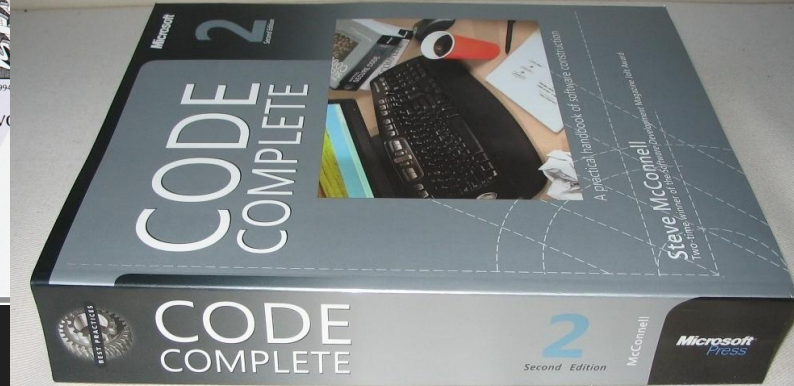
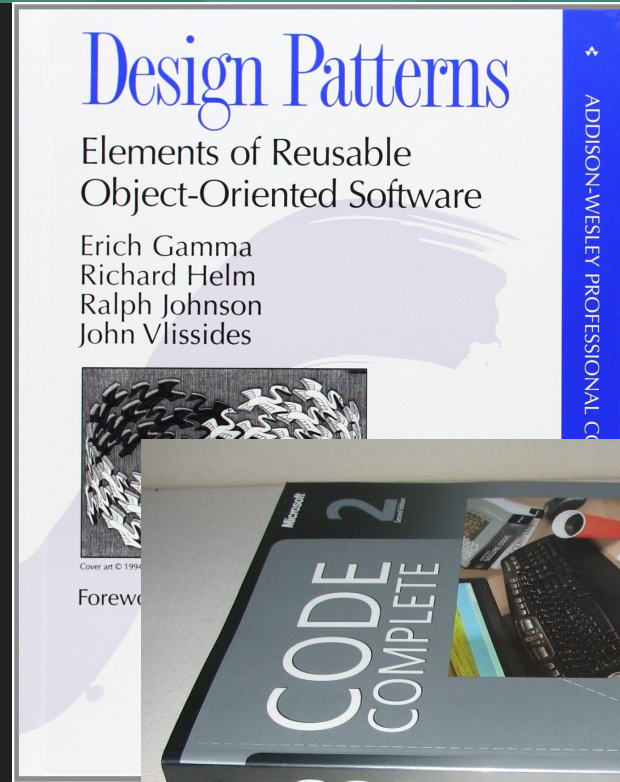
Architecture patterns

- **Client-Server:** 3-Tier, N-Tier
- **Services:** SOA, Microservices
- **Messaging:** Event-driven, Peer-to-peer
- **Data:** MDM, ETL, Data Warehouse
- **UI:** MVC, MVP, MVVM



Design patterns

- **Creational:** Factory, Builder, Dependency Injection, Singleton
- **Structural:** Adapter, Composite, Decorator, Facade, Proxy
- **Behavioral:** Iterator, Null, Observer
- **Concurrency:** Active Object



Favorite pattern?

Singleton be like —>



“Classic” Career patterns

Classic career patterns

PROBLEM

- Dad wants you to pay your own bills.
- You're 16 years old with no experience.
- Dad won't actually pay for college.
- Dad won't actually pay for anything.
- This job sucks.
- This job kinda sucks, but it pays pretty good.

PATTERN

- College Degree
- Would You Like Fries With That
- Student Loan
- Serving for Tips
- Resume
- **Suck It Up and Make Dad Proud**

Patterns of Patterns

PROBLEM

- Dad wants you to pay your own bills.
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PATTERN

- College Degree
- Would You Like Fries With That
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- Suck It Up and Make Dad Proud

Patterns of Patterns

PROBLEM

- Dad was
 - You're
 - Dad was
 - Dad was
 - This job
 - This job
- good.

PATTERN

```
while (!retired && isAlive) {  
    while (pay >= sucks) {  
        MakeDadProud(anotherYear);  
    }  
    pay += UpdateResume(now);  
}
```

Fries With That

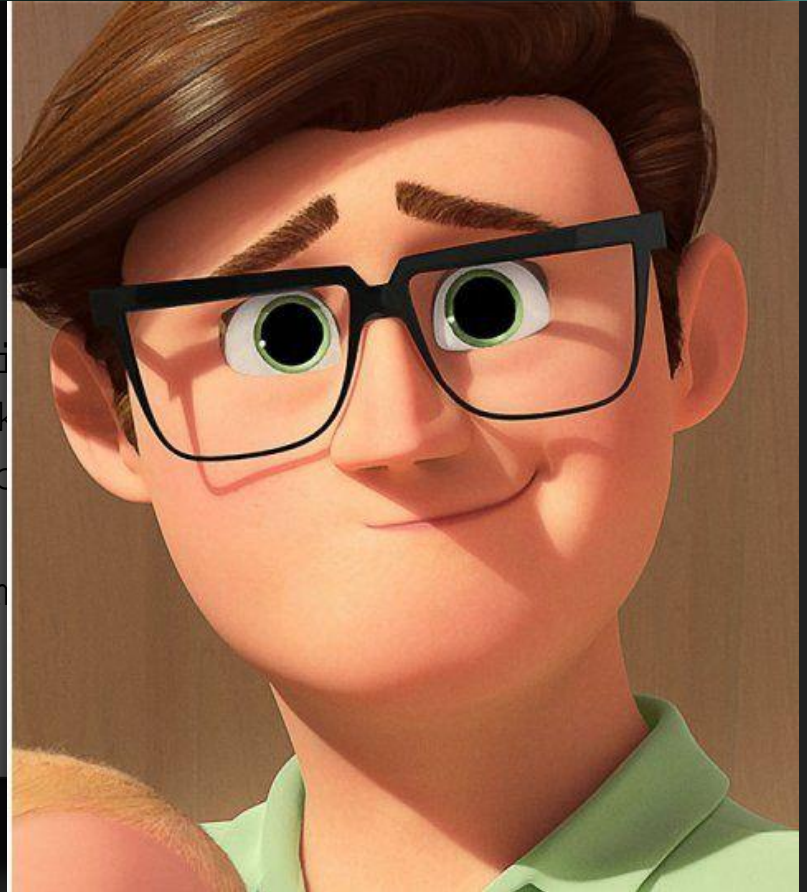
ake Dad Proud

Patterns of Patterns

PROBLEM

- Dad was
 - You're
 - Dad was
 - Dad was
 - This job
 - This job
- good.

```
while (!retired && i
    while (pay >= such
        MakeDadProud(and
    }
    pay += UpdateResum
}
```

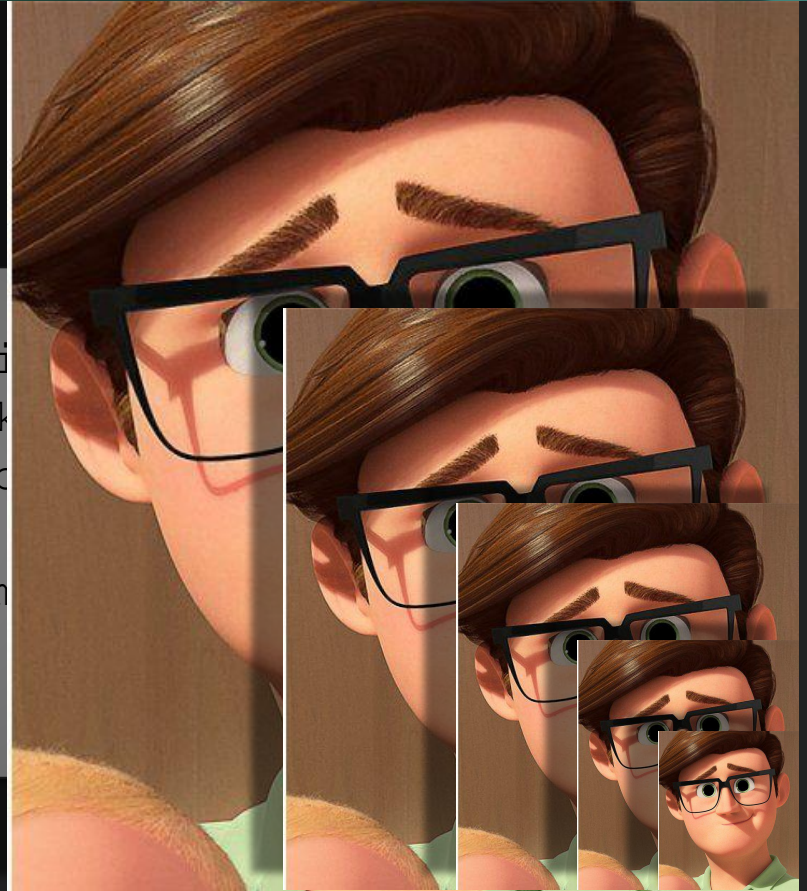


Patterns of Patterns

PROBLEM

- Dad was
- You're
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- This job
- good.

```
while (!retired && i
    while (pay >= such
        MakeDadProud(and
    }
    pay += UpdateResum
}
```



**How do we handle
real-world career
problems?**

Real-world career problems

SCENARIO # 1

- You started as Employee # 6 / Developer # 2.
- Five years later company has hundreds of employees, your code generates \$35mm for your division and company goes public. <—Awesome, right!?

Real-world career problems

SCENARIO # 1

- You started as Employee # 6 / Developer # 2.
- Five years later company has hundreds of employees, your code generates \$35mm for your division and company goes public. <—Awesome, right!?
- You find out you are the **LOWEST PAID** employee.
- The receptionist has higher salary and more stock grants.

Real-world career problems

SCENARIO # 2

- You are a contract developer trying to get hired.

Real-world career problems

SCENARIO # 2

- You are a contract developer trying to get hired.
- You don't get hired.
- Instead, they hire "Bro McCantcode."

Real-world career problems

SCENARIO # 3

- Your manager says the team looks up to you.
- She offers you a promotion to Team Lead.

Real-world career problems

SCENARIO # 3

- Your manager says the team looks up to you.
- She offers you a promotion to Team Lead.
- You turn down a promotion (3 years in a row) because of your social anxiety.
- Other people get the jobs. Your spouse asks “Why didn’t they offer it to you?”

Real-world career problems

SCENARIO # 4

- You've worked for the same company for 10 years. You are ready to move on.
- You've got a LOT of unvested stock (**GOLDEN HANDCUFF\$**).

Real-world career problems

SCENARIO # 4

- You've worked for the same company for 10 years. You are ready to move on.
- You've got a LOT of unvested stock (GOLDEN HANDCUFF\$).
- The only way you can get out fully vested is to get laid off (huhhh??).....
- but NOT fired (howwww?).

Complex career problems

SCENARIO # 5

- You want to master the hottest Javascript framework to get current on tech.

Real-world career problems

SCENARIO # 5

- You want to master the hottest Javascript framework to get current on tech.
- 32 Javascript frameworks have been created since this presentation started.

Real-world career problems

SCENARIO # 5

- You want to master the hottest Javascript framework to get current on tech.
- 32 Javascript frameworks have been created since this presentation started.
- The framework you are working on is deprecated.

Real-w

SCENARIO #

- You want
- 32 Javas
- The fram



urrent on tech.

ation started.

**Real-world problems
require more mature
patterns (of patterns)**

Patterns of Patterns

PROBLEM

- Dad was
 - You're
 - Dad was
 - Dad was
 - This job
 - This job
- good.

PATTERN

```
while (!retired && isAlive)
    while (pay > sucks)
        MakeDadProud();
    resume (now);
```

Refactor this pattern!

Fries With That

Make Dad Proud

Introducing Career Design Patterns



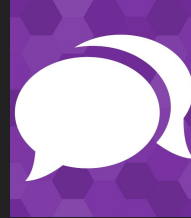
Career Design Patterns

Soft skills framework for software developers

Career Design Patterns



**Creational
Patterns**



**Presentation
Patterns**

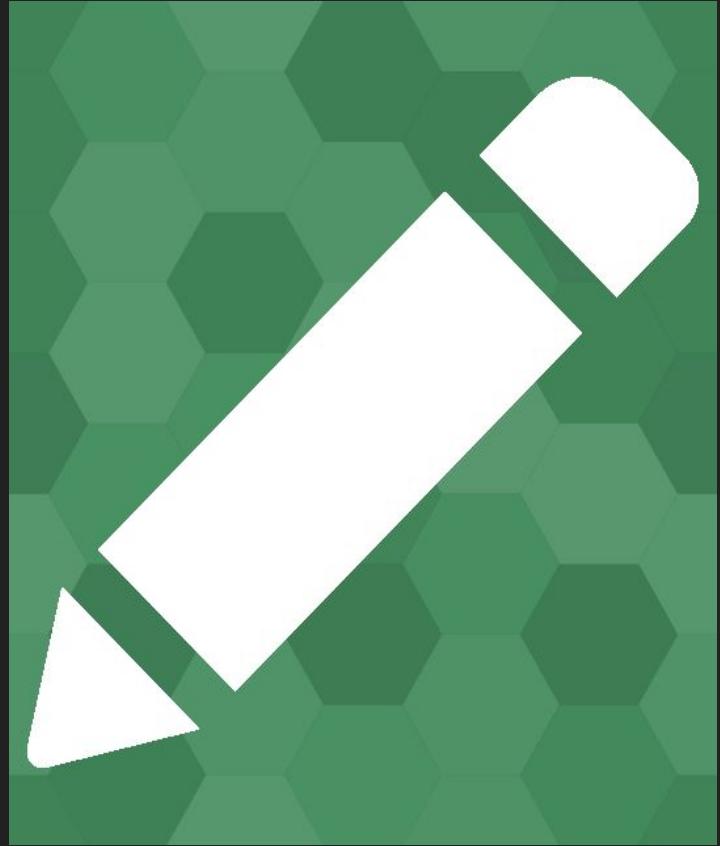
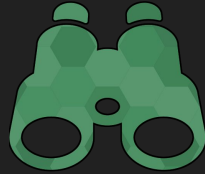


**Behavioral
Patterns**



**Relationship
Patterns**

Creational Patterns



Creational Patterns



Abundance



Clarity



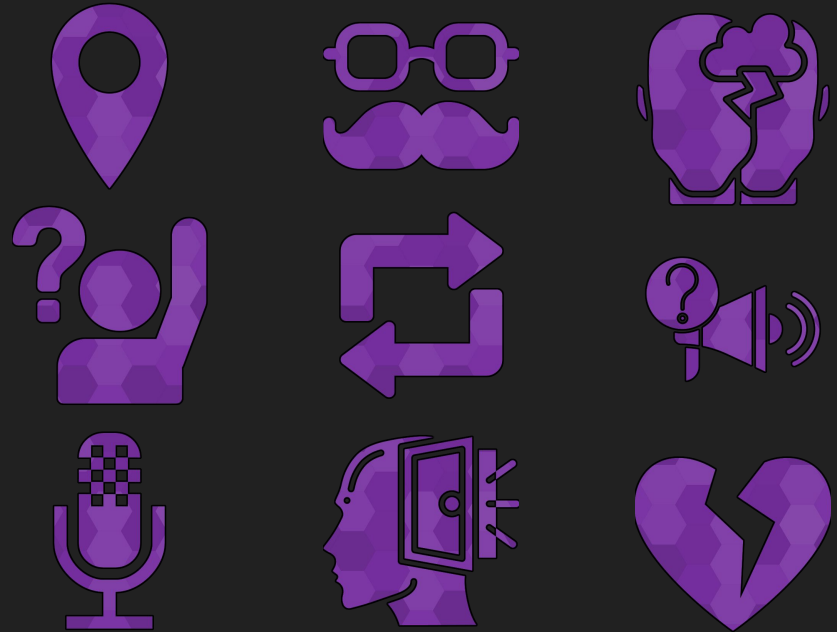
Urgency



Accountability



Presentation Patterns



Presentation Patterns



Positioned
Brand



Confident
Imposter



Opponent's
Advocate



Always Ask



Politely
Persistent



Inquisitive
Evangelist



Extroverted
Introvert

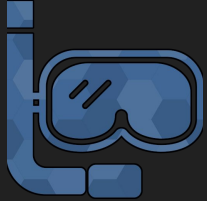


Open
Mindfulness



Targeted
Vulnerability

Behavioral Patterns



Behavioral Patterns



Kinetic
Friction



Scientific
Method



Forgiveness



Experience
the Market



Continuous
Decisions



Scale
Horizontally



Seek to
Understand



Servant
Leadership



Leave a
Legacy



Relationship Patterns



Relationship Patterns



Accountability
Partner



Mentor



Community



Agent



Team



Audience

Solve those real-world career problems with Career Design Patterns

Scenario # 1

- You are Employee # 6. You don't want to build equity for the founders for five years and then learn you are the least paid employee.

Scenario #1 — Show me the money!

- You are Employee # 6. You don't want to build equity for the founders for five years and then learn you are the least paid employee.
- Implement these patterns to maximize your earnings and position yourself for future promotions.



Abundance



Positioned
Brand



Experience
the Market



Agent



Urgency



Politely
Persistent



Scale
Horizontally



Accountability
Partner

Scenario # 2

- You are a contract developer trying to get hired. You want to earn the respect of your manager and team and stand out over the Bro McCantcodes.

Scenario # 2 — Get Respect

- You are a contract developer trying to get hired. You want to earn the respect of your manager and team and stand out over the Bro McCantcodes.
- Shock and awe peers and managers by mastering these patterns.



Accountability



Always Ask



Seek to Understand



Customers



Clarity



Inquisitive Evangelist



Servant Leadership



Team

Scenario # 3

- Your manager offers you a Team Lead position but you have anxiety.

Scenario # 3 — Lead, Don't Manage

- Your manager offers you a Team Lead position but you have anxiety.
- Focus on the following framework; don't fixate on failure feasibility.



Confident
Imposter



Politely
Persistent



Scale
Horizontally



Mentor



Extroverted
Introvert



Targeted
Vulnerability



Servant
Leadership



Team

Scenario # 4

- You are ready to move on but are shackled by golden handcuffs.

Scenario # 4 — Engineer Your Layoff

- You are ready to move on but are shackled by golden handcuffs.
- Ride the market rollercoaster and get off at the next available exit.



Abundance



Targeted
Vulnerability



Community



Clarity



Experience
the Market



Accountability
Partner

Scenario # 5

- You want to master the hottest Javascript framework to get current on tech.

Scenario # 5 — Make an Impact

- You want to master the hottest Javascript framework to get current on tech.
- Eliminate overwhelm and get s#!t done.



Abundance



Confident
Imposter



Kinetic Friction



Audience



Clarity



Open
Mindfulness



Leave a
Legacy



Accountability
Partner

Practice what I preach



(Using the Targeted
Vulnerability Pattern)

Chad Bostick — chad@hellotechpros.com

Career Design Patterns

Podcast

CareerDesignPatterns.com



My goal:



Help 1,000 software developers
earn an extra \$10,000 each



through training and coaching



so they can make a bigger impact
on the world



and help others do the same.

Chad Bostick — chad@hellotechpros.com

Accountability Pattern — By stating publicly, I'm now on the hook.



Abundance Pattern — I believe I can help a lot of people make a lot more.



Audience/Mentor Patterns — I need to put my expertise in front of others.



Clarity Pattern — Money is a resource. This is what gets me in the feels and makes me excited about this project.



Leave a Legacy Pattern — I measure my success by the impact my students make.



My goal:

Help 1,000 software developers earn an extra \$10,000 each

through training and coaching

so they can make a bigger impact on the world

and help others do the same.

Survey

**What is the biggest career challenge you are facing?
Let me know by taking the 60 second survey and I'll
send you a custom Career Design Patterns roadmap.**

CareerDesignPatterns.com/survey

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