00:00:00.000 --> 00:00:08.880  
Noah Etherington  
And with solid right? I guess I'll just introduce everyone to everyone, so this is Joel. Here's the IT professional we've chosen to interview.

00:00:09.680 --> 00:00:10.170  
Noah Etherington  
Uhm?

00:00:10.680 --> 00:00:12.460  
Noah Etherington  
Gelwicks a big tin can.

00:00:13.380 --> 00:00:17.240  
Noah Etherington  
Now Joe, would you like to tell us about your idea working exactly what you do?

00:00:18.030 --> 00:00:23.390  
Joel (Guest)  
Yeah, sure, So what I do is design and create a web API's.

00:00:24.480 --> 00:00:32.910  
Joel (Guest)  
Uh, so we make them publicly accessible so that we can write use them for our own applications, and clients can use them to make their own tools as well.

00:00:34.030 --> 00:00:37.210  
Joel (Guest)  
Uhm, we use C sharp and ASP net core.

00:00:38.220 --> 00:00:41.470  
Joel (Guest)  
Roll that up and it's works really smoothly.

00:00:42.460 --> 00:00:46.870  
Joel (Guest)  
Uh, and then in my team the Hobart team, which is a small part of the company.

00:00:48.130 --> 00:00:51.550  
Joel (Guest)  
We work on integrating a bunch of our different products together.

00:00:52.580 --> 00:00:56.130  
Joel (Guest)  
So that people can jump between them and do fancy things like that.

00:00:57.630 --> 00:00:58.200  
Noah Etherington  
Sorry.

00:00:59.700 --> 00:01:05.510  
Bryce McKerlie  
So you said C sharp was it is that one of the main ones in software development this day and age?

00:01:05.830 --> 00:01:08.180  
Joel (Guest)  
If you ask me, I think it's the only one you should be using.

00:01:09.310 --> 00:01:10.030  
Bryce McKerlie  
Too easy.

00:01:10.160 --> 00:01:23.780  
Joel (Guest)  
Uh, it's been on the up and up if you know it. It's Microsoft's language and they've supported it really well over the last two decades, and it just keeps getting better every year. Unlike its languages like Java, there's stagnated.

00:01:10.190 --> 00:01:10.730  
Daniel Coles  
But tonight.

00:01:24.380 --> 00:01:26.670  
Joel (Guest)  
And never improved.

00:01:25.440 --> 00:01:25.890  
Daniel Coles  
OK.

00:01:28.090 --> 00:01:28.600  
Bryce McKerlie  
Too easy.

00:01:29.160 --> 00:01:29.590  
Joel (Guest)  
Yeah.

00:01:29.740 --> 00:01:32.320  
Bryce McKerlie  
Would you be able to tell us about the industry you work in?

00:01:33.290 --> 00:01:37.870  
Joel (Guest)  
Yes, so I'm we make salesman sales enablement software, so there's some.

00:01:38.960 --> 00:01:44.160  
Joel (Guest)  
The software for helping salespeople sell more stuff and be better salesman.

00:01:42.930 --> 00:01:43.310  
Bryce McKerlie  
Oh

00:01:45.340 --> 00:02:04.960  
Joel (Guest)  
Uh, so it involves letting its software as a service. You've probably heard that. So we sort and subscriptions to different clients, and they have their own admins and they set up their own instance and they have content for their employees to use. So it's kind of a multi leveled thing going on.

00:02:07.110 --> 00:02:13.270  
Joel (Guest)  
It's it's interesting. There's a quite a few big names we've got. Apple Google Naik DXC.

00:02:14.900 --> 00:02:19.770  
Joel (Guest)  
They all really like it and keep asking for more and bringing on more clients so.

00:02:20.770 --> 00:02:23.900  
Joel (Guest)  
About it's a yeah, it's pretty good.

00:02:20.910 --> 00:02:22.340  
Daniel Coles  
Just some big clients.

00:02:21.070 --> 00:02:21.710  
Bryce McKerlie  
that's awesome.

00:02:23.970 --> 00:02:27.860  
Joel (Guest)  
Uhm, the company is from Sydney.

00:02:28.850 --> 00:02:34.180  
Joel (Guest)  
And quickly spread to the US about 99% of our revenue comes from the US now.

00:02:28.870 --> 00:02:29.270  
Bryce McKerlie  
Yep.

00:02:34.870 --> 00:02:42.590  
Joel (Guest)  
And the split of employees is about, I'd say 30% Australia and the other half.

00:02:35.450 --> 00:02:35.800  
Rhiannon Lloyd  
Correct?

00:02:43.380 --> 00:02:49.950  
Joel (Guest)  
Not the other half. The remaining is a lot in the USA, couple in Israel, couple in Glasgow.

00:02:51.100 --> 00:02:52.400  
Joel (Guest)  
One or two in Hong Kong.

00:02:54.110 --> 00:02:54.950  
Joel (Guest)  
Uhm?

00:02:57.100 --> 00:02:58.810  
Joel (Guest)  
Most of the US teams in Portland.

00:02:59.700 --> 00:03:00.680  
Joel (Guest)  
Some in New York.

00:03:01.450 --> 00:03:02.140  
Bryce McKerlie  
Yeah, well.

00:03:02.450 --> 00:03:02.770  
Joel (Guest)  
Yeah.

00:03:02.710 --> 00:03:03.230  
Rhiannon Lloyd  
OK.

00:03:03.660 --> 00:03:06.890  
Joel (Guest)  
Now I'm down there, so what's the people in Australia in Sydney?

00:03:07.470 --> 00:03:10.210  
Joel (Guest)  
The Sydney office. And then there's about 10 of us down Hobart.

00:03:12.600 --> 00:03:13.150  
Daniel Coles  
Cool.

00:03:13.680 --> 00:03:14.160  
Bryce McKerlie  
Yeah, that.

00:03:13.710 --> 00:03:18.830  
Rhiannon Lloyd  
So what other kinds of work do you have to do as a part of your job?

00:03:21.020 --> 00:03:28.540  
Joel (Guest)  
So we have a ticketing system, JIRA. Some of you might have used. It's like creating tickets that project managers love to create lots of tickets.

00:03:29.230 --> 00:03:30.280  
Joel (Guest)  
And we.

00:03:31.020 --> 00:03:34.820  
Joel (Guest)  
Tick them off 1 by 1, sort them by priority, things like that.

00:03:35.560 --> 00:03:41.210  
Joel (Guest)  
There's a lot of meetings. Zoom meetings because it's a global company. Before COVID, they're still using zoom.

00:03:40.770 --> 00:03:41.260  
Rhiannon Lloyd  
Uh-huh

00:03:41.630 --> 00:03:42.000  
Daniel Coles  
Yep.

00:03:43.060 --> 00:03:50.650  
Joel (Guest)  
Uh, so let's uh coordination has to happen, especially when because I work on the integration. Like I mentioned before, linking different products I've had to talk to a lot of different people.

00:03:51.250 --> 00:03:58.310  
Joel (Guest)  
And it gets quite annoying with time zones and things like that, so it's quite a bit of time wasted doing coordination.

00:03:59.110 --> 00:04:02.960  
Joel (Guest)  
Some sometimes doing meetings after work hours with other Glasgow team.

00:03:59.230 --> 00:03:59.700  
Bryce McKerlie  
uh.

00:04:04.310 --> 00:04:04.890  
Joel (Guest)  
Uhm?

00:04:04.610 --> 00:04:05.100  
Daniel Coles  
Umm?

00:04:05.520 --> 00:04:13.260  
Joel (Guest)  
There's peer code reviews, so doing reviewing each other's work and that's really great for learning really quickly.

00:04:13.990 --> 00:04:17.720  
Joel (Guest)  
A little bit in the last year, just from the feedback you get.

00:04:14.290 --> 00:04:14.600  
Rhiannon Lloyd  
K.

00:04:18.760 --> 00:04:23.510  
Joel (Guest)  
Every now and then I just work on the back end API stuff, but every now and then I do a little bit of front end.

00:04:19.000 --> 00:04:19.320  
Daniel Coles  
2.

00:04:25.240 --> 00:04:29.680  
Joel (Guest)  
For making tests, applications or just to help out the front end teams if they need it.

00:04:30.590 --> 00:04:38.520  
Joel (Guest)  
And another part is chasing down bugs so our bugs in the production systems that you have to check through the logs and.

00:04:39.220 --> 00:04:48.200  
Joel (Guest)  
Look through the diagnostics and try and track down. You can some if you're lucky fish outs their clients email to find out who experienced the bug and chase them up.

00:04:49.410 --> 00:04:51.350  
Daniel Coles  
Yeah, but it detective work.

00:04:50.480 --> 00:04:52.150  
Bryce McKerlie  
Can that be? Yeah yeah.

00:04:51.090 --> 00:04:51.580  
Rhiannon Lloyd  
OK.

00:04:51.710 --> 00:04:52.920  
Joel (Guest)  
Yeah, Detective work, yeah?

00:04:53.180 --> 00:04:53.690  
Daniel Coles  
That's cool.

00:04:53.210 --> 00:04:53.780  
Rhiannon Lloyd  
Uh-huh

00:04:53.490 --> 00:04:58.490  
Bryce McKerlie  
Is that a lengthy process like trying to debug? If you can't find the person that experienced it?

00:04:59.400 --> 00:05:02.050  
Joel (Guest)  
If you can't find the person makes a lot more tricky, yeah?

00:05:02.740 --> 00:05:05.760  
Joel (Guest)  
We tried to set up logging as best we can.

00:05:06.520 --> 00:05:13.230  
Joel (Guest)  
So 'cause your production systems, you know that you're not running them like in Visual Studio or where you can just debug one by line. You just have a few.

00:05:13.820 --> 00:05:15.560  
Joel (Guest)  
Aligns spit out into a.

00:05:16.690 --> 00:05:23.000  
Joel (Guest)  
As Pro Stream processing program called Fluent Bit and then that gets put into another one called Cabana.

00:05:23.720 --> 00:05:29.020  
Joel (Guest)  
Uhm, Cabana lets us look through the logs and put tons of filters and sort by and stuff like that.

00:05:29.680 --> 00:05:31.650  
Joel (Guest)  
And because we use structured logging.

00:05:33.810 --> 00:05:39.190  
Joel (Guest)  
It it puts the logs out in understandable Jason format and we can actually filter by the text.

00:05:40.120 --> 00:05:40.680  
Joel (Guest)  
Uhm?

00:05:40.230 --> 00:05:44.460  
Daniel Coles  
Till what we're talking about looks. Did you guys get caught up in that log 4 J scandal?

00:05:45.120 --> 00:05:46.290  
Joel (Guest)  
No, because we've heard Java.

00:05:47.110 --> 00:05:48.580  
Daniel Coles  
Ah, that's just Java. Or is it?

00:05:48.870 --> 00:05:50.690  
Joel (Guest)  
Yeah, log 4 J is logged for Java.

00:05:49.280 --> 00:05:50.070  
Daniel Coles  
Yeah, right?

00:05:51.360 --> 00:05:53.770  
Daniel Coles  
OK, cool, so you're you're safe.

00:05:52.170 --> 00:06:01.030  
Joel (Guest)  
Yeah, I found we used it on one internal tool that does our tests and it wasn't. It was like a plug in for that internal tool so we just disable that is all good.

00:06:01.500 --> 00:06:02.070  
Daniel Coles  
Nice.

00:06:02.070 --> 00:06:05.210  
Joel (Guest)  
But yeah, that look for J stuff was horrible. Four different vulnerabilities.

00:06:05.760 --> 00:06:08.080  
Daniel Coles  
It's pretty crazy. Yeah, writing about it.

00:06:08.390 --> 00:06:08.810  
Joel (Guest)  
Yep.

00:06:09.570 --> 00:06:16.420  
Daniel Coles  
And so I just want to expand on the one where you said you you work with colleagues and like over their code. Do you use GitHub for that?

00:06:17.620 --> 00:06:19.680  
Joel (Guest)  
Uh, it's very similar to GitHub. We use Bitbucket.

00:06:20.170 --> 00:06:20.660  
Daniel Coles  
OK.

00:06:20.470 --> 00:06:21.540  
Bryce McKerlie  
Ah yes.

00:06:21.330 --> 00:06:22.160  
Rhiannon Lloyd  
Alright, yeah.

00:06:22.300 --> 00:06:25.190  
Joel (Guest)  
If you know Bitbucket is made by Atlas Ian.

00:06:25.960 --> 00:06:27.280  
Joel (Guest)  
Uh Australian company.

00:06:28.150 --> 00:06:38.480  
Joel (Guest)  
And they also make JIRA and sultry in confluence, so they kind of just sell it to us as the whole packet. All those things at once and we use I. I actually kind of like GitHub more.

00:06:39.190 --> 00:06:40.060  
Daniel Coles  
yeah it's a.

00:06:39.660 --> 00:06:45.410  
Joel (Guest)  
But then there's things like JIRA where the ticket is the ticket management system is way better than what GitHub has so.

00:06:46.140 --> 00:06:46.560  
Daniel Coles  
OK.

00:06:47.080 --> 00:06:55.570  
Joel (Guest)  
And they integrate well together, like, Umm, when I make a PR like pull requests for hurting ticket, you can click the title of the PR and we'll take it to the ticket so it just works better.

00:06:56.680 --> 00:06:57.020  
Daniel Coles  
Right?

00:06:57.790 --> 00:06:58.170  
Joel (Guest)  
Yeah.

00:06:58.730 --> 00:07:02.240  
Hannah Son  
And in your job, who are the different people you get to interact with?

00:07:03.460 --> 00:07:04.400  
Joel (Guest)  
I'm so.

00:07:05.800 --> 00:07:12.160  
Joel (Guest)  
It's quite small, office down Hobart. I have my team lead supervisor who's mentored me and.

00:07:12.730 --> 00:07:14.290  
Joel (Guest)  
Manages the projects that I work on.

00:07:15.000 --> 00:07:25.750  
Joel (Guest)  
Uh, maybe they told me what to do and what's priority. If there's customers that need help, then I chased that up and they give me the valuable feedback that I've learned so much from.

00:07:26.680 --> 00:07:34.890  
Joel (Guest)  
Every now and then I interact with some of the project managers, so they're the people that managed the clients, as in like.

00:07:35.830 --> 00:07:42.790  
Joel (Guest)  
Nakia whatever, and they talked to them and they figure out what the customer wants and then give that to the lead dev.

00:07:44.380 --> 00:07:49.180  
Joel (Guest)  
But 'cause I've been working on some new projects I've been mixing with the project managers a bit and.

00:07:50.290 --> 00:07:53.310  
Joel (Guest)  
They mostly based in America and they kind of got that.

00:07:54.890 --> 00:07:58.270  
Joel (Guest)  
Big thinking ahead on where they think everything is the next big deal.

00:08:00.110 --> 00:08:00.880  
Daniel Coles  
I gotta sell it.

00:08:01.020 --> 00:08:02.660  
Joel (Guest)  
Yeah, they gotta fill it. Yeah, that's right.

00:08:03.640 --> 00:08:04.140  
Daniel Coles  
Nice.

00:08:03.650 --> 00:08:08.480  
Joel (Guest)  
Uh, and then there's just some software engineer. P is just like me who were just writing software.

00:08:10.520 --> 00:08:17.280  
Joel (Guest)  
I don't. I don't have many 'cause I work on a couple of small like a variety of other small projects, so it's usually just want two or three devs.

00:08:18.380 --> 00:08:21.310  
Joel (Guest)  
But one of our products do nose has like.

00:08:22.260 --> 00:08:24.400  
Joel (Guest)  
15 coders.

00:08:25.570 --> 00:08:25.940  
Daniel Coles  
K.

00:08:26.260 --> 00:08:27.780  
Joel (Guest)  
Which I sometimes have to talk to.

00:08:29.990 --> 00:08:41.080  
Daniel Coles  
Alright, well I think my question is kind of answered that I was gonna ask you about your interaction with other IT professionals may be outside your job or outside your company. Do you interact with other IT professionals?

00:08:41.860 --> 00:08:45.490  
Joel (Guest)  
A tiny bit, uh, I do some open source development.

00:08:47.350 --> 00:08:58.000  
Joel (Guest)  
Not terribly, not like Linux kernel. We'll have to talk a lot, but I make some of my own projects and some people use them and sometimes they make PR's really.

00:08:58.740 --> 00:08:59.900  
Joel (Guest)  
So that's nice.

00:08:59.030 --> 00:08:59.380  
Daniel Coles  
OK.

00:09:01.820 --> 00:09:05.010  
Joel (Guest)  
In the company there's a little bit of.

00:09:02.130 --> 00:09:02.480  
Daniel Coles  
Movie.

00:09:06.090 --> 00:09:11.460  
Joel (Guest)  
Splitting into teams, and there's the Sooners team and hub team in Sydney and.

00:09:12.310 --> 00:09:18.530  
Joel (Guest)  
They kinda. There's like boundaries between them and when you start to so I every now and then because I integrate things I find a lot of problems in teams.

00:09:19.160 --> 00:09:28.090  
Joel (Guest)  
And I fanfan problems in all the time, not to bad talk them, and sometimes they have to go talk to them and as soon as you cross that boundary.

00:09:28.700 --> 00:09:30.120  
Joel (Guest)  
Between the teams, there's a.

00:09:30.860 --> 00:09:31.700  
Joel (Guest)  
Assumed.

00:09:32.680 --> 00:09:34.790  
Joel (Guest)  
Extra level of professionalism where you talk.

00:09:35.590 --> 00:09:43.860  
Joel (Guest)  
More eloquently, you just say how this gets broken. You try and write it up. Makes make a step of steps of how to reproduce.

00:09:44.590 --> 00:09:49.060  
Joel (Guest)  
And things like that, or what company were using? Did you find the bug and things like that?

00:09:49.810 --> 00:09:56.750  
Joel (Guest)  
Uhm, every now and then I do try and if I can fix it myself, contribute code to their repo, which is pretty rare.

00:09:57.430 --> 00:10:03.370  
Joel (Guest)  
Feels like I'm on this team. Your teams over there, but I'll try and modify your stuff and say hey, how's this change look?

00:10:04.070 --> 00:10:04.560  
Daniel Coles  
Right?

00:10:04.390 --> 00:10:04.940  
Joel (Guest)  
Uhm?

00:10:05.760 --> 00:10:09.600  
Joel (Guest)  
So that's a bit different. It feels almost like working with a different company sometimes.

00:10:10.230 --> 00:10:12.680  
Joel (Guest)  
Between the teams, just because they're pretty separated.

00:10:10.800 --> 00:10:11.680  
Daniel Coles  
That's interesting.

00:10:13.230 --> 00:10:13.680  
Daniel Coles  
Yeah.

00:10:14.360 --> 00:10:18.270  
Daniel Coles  
And how and when you're looking at other peoples codes? How helpful is there? Are there comments?

00:10:19.780 --> 00:10:20.560  
Daniel Coles  
In the cards.

00:10:20.950 --> 00:10:24.050  
Joel (Guest)  
I'm I have this stupid thing where I skip over the comments.

00:10:24.200 --> 00:10:24.540  
Daniel Coles  
OK.

00:10:25.630 --> 00:10:28.280  
Daniel Coles  
You think it's louder than the comments? He's going straight for the code.

00:10:25.920 --> 00:10:26.370  
Joel (Guest)  
Uh.

00:10:27.920 --> 00:10:32.350  
Joel (Guest)  
Yeah I guess so. Yeah, uh, some stupid is assumed that I.

00:10:29.780 --> 00:10:30.170  
Daniel Coles  
Fair enough.

00:10:33.020 --> 00:10:37.980  
Joel (Guest)  
The comments are not useful 'cause a lot of people write bad comments. They they right? What's the obvious is.

00:10:38.400 --> 00:10:38.790  
Daniel Coles  
Yep.

00:10:38.910 --> 00:10:44.920  
Joel (Guest)  
Whereas sometimes, though, be trying to work something yeah, and then I'll notice there's a big comment block in arenas. OK, that works.

00:10:45.530 --> 00:10:45.940  
Joel (Guest)  
Uh.

00:10:46.750 --> 00:10:52.760  
Daniel Coles  
It's now it's better, I mean processor and intro to programming. We're just getting slammed with comments at the moment.

00:10:47.860 --> 00:10:48.610  
Joel (Guest)  
Yeah, the.

00:10:53.180 --> 00:10:55.190  
Bryce McKerlie  
Ah, so it's justification comments.

00:10:55.220 --> 00:10:55.680  
Daniel Coles  
Horrible.

00:10:56.950 --> 00:10:59.140  
Joel (Guest)  
So what's that they want you to run? More comments or?

00:10:57.120 --> 00:10:57.620  
Daniel Coles  
That's good.

00:10:59.330 --> 00:11:02.610  
Daniel Coles  
Well, yeah, they're just driving home. How important they are, so I figured I'd ask you.

00:11:03.240 --> 00:11:04.010  
Daniel Coles  
Important.

00:11:03.360 --> 00:11:07.870  
Bryce McKerlie  
Yeah, every code block we do we have to say what now alternative?

00:11:08.820 --> 00:11:09.890  
Bryce McKerlie  
Code would have been.

00:11:10.560 --> 00:11:13.640  
Daniel Coles  
Yeah, every single variable has to be justified as well.

00:11:14.590 --> 00:11:20.460  
Joel (Guest)  
Yeah, I'm a big believer in self documenting code, so the code documents what it does despite it looking at it.

00:11:20.910 --> 00:11:21.270  
Daniel Coles  
Yeah.

00:11:21.030 --> 00:11:21.500  
Joel (Guest)  
Uhm?

00:11:22.260 --> 00:11:26.440  
Joel (Guest)  
Saying the variable length holds the length is not too useful.

00:11:26.780 --> 00:11:27.210  
Daniel Coles  
Yeah.

00:11:28.390 --> 00:11:34.380  
Bryce McKerlie  
Yeah, I spend a lot of time sitting there going. I only know one way to do this. How am I supposed to create an alternative here?

00:11:34.060 --> 00:11:36.540  
Daniel Coles  
Exactly, yeah, it's beautiful.

00:11:35.790 --> 00:11:43.270  
Joel (Guest)  
Yeah, now it's writing alternative. Sounds like something just for the markers soaked. Understand to see that you know that's not something that would do.

00:11:41.770 --> 00:11:42.330  
Daniel Coles  
Yeah.

00:11:44.390 --> 00:11:44.870  
Bryce McKerlie  
Awesome.

00:11:44.500 --> 00:11:45.200  
Joel (Guest)  
In the industry.

00:11:45.580 --> 00:11:47.270  
Daniel Coles  
Not a field in fairness.

00:11:48.640 --> 00:12:00.990  
Noah Etherington  
So I guess you've already talked about your interactions with the clients, because if it is examples of Nike and stuff like that, but I'm so I can ask you. If yeah, if you're happy too early, could even touch on the investors if you are familiar with those.

00:11:55.400 --> 00:11:56.830  
Joel (Guest)  
Uh, I can touch on that a bit more.

00:11:57.990 --> 00:11:58.450  
Joel (Guest)  
Yeah.

00:12:01.430 --> 00:12:05.410  
Joel (Guest)  
Yeah, he's not. I'm touching on is that I'm not familiar with them.

00:12:06.400 --> 00:12:10.750  
Joel (Guest)  
Because it's quite a big company, there's many layers and I don't.

00:12:08.230 --> 00:12:09.320  
Noah Etherington  
Yeah, it's fair enough.

00:12:11.700 --> 00:12:14.620  
Joel (Guest)  
Usually ever talk to the client, so it goes through like.

00:12:15.280 --> 00:12:22.670  
Joel (Guest)  
Project manager to product owner to lead Dev to, then to scheduler and you know it's all that sort of scheduling in project management. Bull crap.

00:12:24.100 --> 00:12:27.890  
Joel (Guest)  
It goes through all the layers and I don't really ever have to talk to the outside.

00:12:28.630 --> 00:12:29.220  
Joel (Guest)  
Uhm?

00:12:30.570 --> 00:12:35.310  
Joel (Guest)  
Different company, I didn't think I'd ever be like that until I got in a big company and then.

00:12:35.920 --> 00:12:39.260  
Joel (Guest)  
It's like 'cause, uh, the other previous Java experience I had.

00:12:39.890 --> 00:12:44.410  
Joel (Guest)  
This to myself and my dad. He has a big client that we had some.

00:12:45.420 --> 00:12:48.740  
Joel (Guest)  
Like for plant management software systems.

00:12:49.390 --> 00:12:51.810  
Joel (Guest)  
And it's just him constant back and forth with the client.

00:12:52.610 --> 00:13:00.860  
Joel (Guest)  
And it works really well because they talking straight to the developer. You can get the needs across really well and they can say do you want to work with this? You want to look like this.

00:13:01.300 --> 00:13:01.580  
Noah Etherington  
Yeah.

00:13:01.840 --> 00:13:05.500  
Joel (Guest)  
When it works in the V company, sometimes the client doesn't exactly get what they wanted.

00:13:06.870 --> 00:13:10.780  
Joel (Guest)  
Uhm, well, sometimes you write too much. They didn't want that much.

00:13:11.780 --> 00:13:12.330  
Joel (Guest)  
Uhm?

00:13:13.420 --> 00:13:15.280  
Joel (Guest)  
But that can be remedied, UM.

00:13:15.930 --> 00:13:19.810  
Joel (Guest)  
It doesn't have to be like that in a big company, just they need to sort this stuff out.

00:13:22.530 --> 00:13:22.930  
Joel (Guest)  
1.

00:13:22.890 --> 00:13:31.800  
Joel (Guest)  
One thing I've heard is that when having meetings with the client, have the project manager, the product owner and stuff, but also include a senior developer.

00:13:32.660 --> 00:13:50.920  
Joel (Guest)  
Now that can be good to say to temporary expectations or get better accurate, more accurate expectations about timelines or features that can be delivered. But then you're taking the senior dev away from actually doing what they're supposed to be doing, which is writing and managing the code base.

00:13:42.080 --> 00:13:42.420  
Bryce McKerlie  
Uh-huh

00:13:52.310 --> 00:14:02.700  
Joel (Guest)  
So yeah, As for that number six? Yeah, basically don't interact with the clients investors, especially with the investors. There's a whole board of directors and the I've never. I don't know who any of them are.

00:14:04.290 --> 00:14:09.400  
Bryce McKerlie  
so is it like the project manager that usually does clients that you say earlier or.

00:14:04.440 --> 00:14:04.790  
Noah Etherington  
Yeah.

00:14:10.280 --> 00:14:19.530  
Joel (Guest)  
Yeah, it could be depending on the how big the project is. There could be someone who's actually dedicated to just being the client liaison.

00:14:20.150 --> 00:14:20.900  
Bryce McKerlie  
Ah, OK.

00:14:20.330 --> 00:14:20.980  
Joel (Guest)  
And.

00:14:21.890 --> 00:14:22.540  
Joel (Guest)  
Uhm?

00:14:23.140 --> 00:14:30.670  
Joel (Guest)  
You can hear the term sales engineer or customer success engineer, which is someone who doesn't actually engineer anything but they just talked to customers and help.

00:14:31.290 --> 00:14:34.610  
Joel (Guest)  
Uh, you know, get the project, get the product of work for them.

00:14:35.520 --> 00:14:40.490  
Bryce McKerlie  
Yeah, OK, So what aspects of your work do you spend most of your time on?

00:14:36.580 --> 00:14:37.020  
Joel (Guest)  
Yeah.

00:14:41.860 --> 00:14:42.410  
Joel (Guest)  
Uhm?

00:14:43.420 --> 00:14:47.800  
Joel (Guest)  
I like to think writing actual code and doing work, but like I said, there's a lot of.

00:14:48.520 --> 00:14:49.780  
Joel (Guest)  
Bullishness around.

00:14:50.500 --> 00:14:54.950  
Joel (Guest)  
Uhm, doing meetings and organizing tickets and doing code review.

00:14:55.750 --> 00:14:56.410  
Joel (Guest)  
Uhm?

00:14:57.010 --> 00:15:00.840  
Joel (Guest)  
I still think most the time would be spent on actually writing code.

00:15:02.110 --> 00:15:03.280  
Joel (Guest)  
Uh.

00:15:04.930 --> 00:15:12.010  
Bryce McKerlie  
Well that sounds great. I was kinda hoping for that. 'cause I was looking at or a couple of us are looking at going into software development I believe.

00:15:12.150 --> 00:15:12.430  
Noah Etherington  
Yeah.

00:15:12.920 --> 00:15:13.590  
Bryce McKerlie  
And yeah.

00:15:14.220 --> 00:15:20.110  
Bryce McKerlie  
Starting to wonder about what the actual thing would be like, but if we're writing code that still sounds good to me.

00:15:21.280 --> 00:15:33.060  
Joel (Guest)  
Yeah, I mean that's the part I enjoy. Uh, I really enjoy writing features are not fixing bugs, which was like the first first six months of my employment was hey go fix this bug and then they started. Trust me with features.

00:15:31.090 --> 00:15:31.610  
Daniel Coles  
Hello.

00:15:37.360 --> 00:15:38.370  
Noah Etherington  
It's only US 2.

00:15:39.020 --> 00:15:40.800  
Noah Etherington  
Uh, Rhiannon.

00:15:39.110 --> 00:15:40.340  
Daniel Coles  
#8

00:15:40.870 --> 00:15:41.620  
Rhiannon Lloyd  
Oh sorry.

00:15:41.920 --> 00:15:47.130  
Rhiannon Lloyd  
Uh, which aspects of yeah, sorry, I've got a dog trying to get up on my lap and.

00:15:45.800 --> 00:15:46.190  
Daniel Coles  
Oh good.

00:15:47.280 --> 00:15:48.610  
Rhiannon Lloyd  
'cause I click out shopping.

00:15:49.160 --> 00:15:49.670  
Rhiannon Lloyd  
Ah.

00:15:50.820 --> 00:15:54.310  
Rhiannon Lloyd  
Which aspects of your work do you find most challenging?

00:15:55.490 --> 00:15:57.290  
Rhiannon Lloyd  
Go and try and scare itself.

00:15:55.800 --> 00:15:56.270  
Joel (Guest)  
Uhm?

00:15:59.710 --> 00:16:05.040  
Joel (Guest)  
I don't wanna scare you off. I mean it's a great job. Let's chat, let's challenging, but I'd probably say is the.

00:16:06.220 --> 00:16:13.280  
Joel (Guest)  
Code reviewing 'cause it can be a little boring, especially if it's a big review.

00:16:14.420 --> 00:16:20.030  
Joel (Guest)  
Uhm, that if there's a lot to look through and also sometimes it's just hard to offer any.

00:16:20.650 --> 00:16:24.690  
Joel (Guest)  
Valuable feedback is he saying, is this actually worth saying like questioning yourself?

00:16:25.250 --> 00:16:25.730  
Rhiannon Lloyd  
OK.

00:16:25.370 --> 00:16:36.960  
Joel (Guest)  
Uh, maybe that might just be because I'm a bit junior and I'm only reviewing my lead developers code then who's got like 30 years of experience? So like, yeah.

00:16:34.870 --> 00:16:36.280  
Rhiannon Lloyd  
Don't wanna upset the boss.

00:16:36.490 --> 00:16:36.910  
Daniel Coles  
Wow.

00:16:37.940 --> 00:16:45.920  
Joel (Guest)  
Uh, he's really great like he actually comes to me and asked sometimes, how do you think I should do this? But when I'm reviewing his code, it's like he's already thought of everything.

00:16:39.970 --> 00:16:40.220  
Rhiannon Lloyd  
Yeah.

00:16:46.240 --> 00:16:46.560  
Daniel Coles  
No.

00:16:47.470 --> 00:16:54.760  
Joel (Guest)  
So I just said go through it and look for it. Picks up sounds most challenging, but it probably go away in.

00:16:55.630 --> 00:16:59.430  
Joel (Guest)  
A few years when I have more experience, more opinions.

00:17:00.300 --> 00:17:04.040  
Joel (Guest)  
Uhm, and have maybe some juniors below me to coach.

00:17:05.530 --> 00:17:05.920  
Rhiannon Lloyd  
Yep.

00:17:06.300 --> 00:17:20.320  
Hannah Son  
Wow, and actually Noah was telling us that when you're not working, you're developing this. You've got this really cool project going on, so we were wondering what kind of projects related to your field are you working on at the moment?

00:17:21.340 --> 00:17:21.910  
Joel (Guest)  
Uhm?

00:17:22.560 --> 00:17:26.340  
Joel (Guest)  
My one of them focused on at the moment is a game, UM.

00:17:27.170 --> 00:17:29.760  
Joel (Guest)  
It's a gem matching game. You know, like bejeweled.

00:17:30.550 --> 00:17:31.590  
Joel (Guest)  
But it's actually.

00:17:31.100 --> 00:17:32.440  
Hannah Son  
So like Candy Crush.

00:17:33.910 --> 00:17:36.650  
Joel (Guest)  
Candy Crush I don't like to think it's like any cuts, but there's a little bit.

00:17:37.320 --> 00:17:38.930  
Rhiannon Lloyd  
Let's say my mum would love it.

00:17:37.830 --> 00:17:38.280  
Joel (Guest)  
Uh.

00:17:40.740 --> 00:17:47.670  
Joel (Guest)  
Yeah, they love that stuff. They did up a. It's a it's two player so you both work on the same board.

00:17:48.410 --> 00:17:51.960  
Joel (Guest)  
And you take turns it if anyone paid puzzle quest, it's bit like that.

00:17:52.480 --> 00:17:53.210  
Rhiannon Lloyd  
OK, cool.

00:17:52.640 --> 00:17:53.210  
Joel (Guest)  
Uhm?

00:17:54.150 --> 00:18:05.590  
Joel (Guest)  
And it started off, uh, years ago where I just like I want to make like a a match three game. 'cause that's challenging my skills and I'd have to work with two D arrays. And you I'm writing in unity, by the way.

00:18:05.980 --> 00:18:12.210  
Joel (Guest)  
Uh, and all that sort of stuff, and then I found that gem matching code few months ago.

00:18:05.980 --> 00:18:06.370  
Rhiannon Lloyd  
Uh-huh

00:18:13.160 --> 00:18:14.500  
Joel (Guest)  
And I thought, uh?

00:18:15.120 --> 00:18:20.160  
Joel (Guest)  
Still challenge myself again. I'm going to try and make this multiplier and over a network, so I wrote my own networking stack.

00:18:20.880 --> 00:18:32.550  
Joel (Guest)  
It's all asynchronous, such As for games as like there's a server client, it's all separate into different projects. Learning all the things are using all the things that I learned from actual my employment.

00:18:33.330 --> 00:18:35.540  
Joel (Guest)  
And it's a really cool, UM.

00:18:36.180 --> 00:18:41.080  
Joel (Guest)  
I'm trying to get it polished up. I'm terrible at like old program is so.

00:18:41.630 --> 00:18:44.460  
Joel (Guest)  
Uh, it it looks like Ms paint at the moment.

00:18:45.090 --> 00:18:47.050  
Joel (Guest)  
But UM, functionally it works great.

00:18:47.250 --> 00:18:49.570  
Daniel Coles  
Cool, so do you actually host it yourself on a server?

00:18:50.240 --> 00:19:16.270  
Joel (Guest)  
That's the plan. When I release it. Yeah, so there's a server application that runs and I'll get the input that I can put that on Amazon. I could put it downstairs on my own server and get all the clients to point to that with a domain name and connect to that. At the moment I'm just using IPS, but yeah, I'll always pretty well and I've refactored the server. All the game logic code which was on the server to be in a shared library.

00:18:52.370 --> 00:18:52.680  
Daniel Coles  
OK.

00:19:16.970 --> 00:19:22.180  
Joel (Guest)  
And that means that I can have offline play and online play using this exact same code.

00:19:23.120 --> 00:19:23.690  
Joel (Guest)  
Uhm?

00:19:23.550 --> 00:19:24.480  
Daniel Coles  
That's awesome.

00:19:24.560 --> 00:19:26.540  
Joel (Guest)  
Yeah, using using interfaces.

00:19:25.710 --> 00:19:25.960  
Daniel Coles  
What?

00:19:26.750 --> 00:19:29.570  
Daniel Coles  
What platform are you aiming for? Is it on phone?

00:19:28.890 --> 00:19:36.600  
Joel (Guest)  
Everything so I want to write controls support soon so I can get it on like the consoles and also for accessibility support because.

00:19:30.610 --> 00:19:30.930  
Daniel Coles  
OK.

00:19:34.340 --> 00:19:34.870  
Daniel Coles  
Yeah.

00:19:37.320 --> 00:19:43.390  
Joel (Guest)  
Uhm, say what people have to use joysticks and things like that all the time. Some of them actually use touch screens or lot.

00:19:44.170 --> 00:19:49.120  
Joel (Guest)  
And a mobile, UM NPC like get it on steam and stuff.

00:19:49.430 --> 00:19:50.020  
Daniel Coles  
Yeah, cool.

00:19:50.680 --> 00:19:56.070  
Joel (Guest)  
OUA maybe to use all the same code base for all platforms, because you can do that sort of stuff with unity.

00:19:57.270 --> 00:19:57.710  
Daniel Coles  
Right?

00:19:58.240 --> 00:20:04.330  
Joel (Guest)  
And a couple other projects. I got one my biggest project G chains almost got 1000 downloads now.

00:20:05.030 --> 00:20:06.680  
Joel (Guest)  
It's open source on GitHub.

00:20:05.140 --> 00:20:05.850  
Hannah Son  
Well.

00:20:05.880 --> 00:20:06.320  
Rhiannon Lloyd  
Oh

00:20:07.290 --> 00:20:11.070  
Joel (Guest)  
And that's a automated scraper for 4 Chan and 8 Chan.

00:20:11.910 --> 00:20:17.210  
Joel (Guest)  
Uhm, I picked that up as a fork a few years ago and greatly improved it.

00:20:12.050 --> 00:20:12.460  
Daniel Coles  
Right?

00:20:19.020 --> 00:20:26.920  
Joel (Guest)  
And that's definitely one that gets the most attention. And I have another one called Solder Express, which I've put way more attention to. But on these like 20 downloads.

00:20:27.920 --> 00:20:28.440  
Joel (Guest)  
Uhm?

00:20:28.050 --> 00:20:28.660  
Daniel Coles  
What's it do?

00:20:29.130 --> 00:20:41.670  
Joel (Guest)  
It's made for this sorting through images manually, so you can do that by hand. Obviously using Windows Explorer, but it's aimed aimed to greatly increase the speed that you do it it so it has a tagging system.

00:20:41.720 --> 00:20:49.010  
Joel (Guest)  
Uh, image recognition system to find duplicates in your file structure file. Like it directories and stuff.

00:20:49.690 --> 00:20:55.430  
Joel (Guest)  
Uh, it's all. It's all all that stuff. The game and those two projects or C sharp as well.

00:20:56.230 --> 00:20:56.580  
Daniel Coles  
OK.

00:20:56.470 --> 00:21:05.580  
Joel (Guest)  
Uhm, the two software there genius of expressive both win forms, which is an outdated technology for writing Windows applications, but.

00:21:06.300 --> 00:21:07.050  
Joel (Guest)  
I still like it.

00:21:08.320 --> 00:21:10.410  
Joel (Guest)  
But you can't write cross platform stuff with it.

00:21:08.340 --> 00:21:08.770  
Daniel Coles  
Yeah.

00:21:10.530 --> 00:21:10.880  
Rhiannon Lloyd  
He

00:21:10.630 --> 00:21:12.000  
Daniel Coles  
Ah, OK limitation.

00:21:11.630 --> 00:21:14.170  
Joel (Guest)  
But that was the ones that I started in.

00:21:15.800 --> 00:21:16.490  
Joel (Guest)  
College.

00:21:19.020 --> 00:21:24.710  
Joel (Guest)  
And that was when I found that software development is actually can be a lot of fun.

00:21:25.530 --> 00:21:28.680  
Joel (Guest)  
And before that I do sister right mess around writing games all the time.

00:21:30.590 --> 00:21:38.470  
Joel (Guest)  
And that really the two different base, right it? Writings, programming, games and programming software is really two different paradigms.

00:21:40.650 --> 00:21:41.060  
Joel (Guest)  
The.

00:21:40.740 --> 00:21:41.860  
Daniel Coles  
Which one is harder, do you think?

00:21:45.840 --> 00:21:46.780  
Noah Etherington  
it's not even the defense.

00:21:46.440 --> 00:21:49.790  
Joel (Guest)  
I think games are harder to get your head around because.

00:21:50.540 --> 00:22:04.730  
Joel (Guest)  
You have lots of things all happening at the same time, like you have five enemies on screen and the player and the camera and they're all executing their logic at the same time, and that's quite hard to get your head around, especially when you don't know anything about thread safety.

00:21:54.350 --> 00:21:54.780  
Daniel Coles  
Yeah.

00:22:05.730 --> 00:22:07.020  
Joel (Guest)  
Uh, multithreading?

00:22:07.790 --> 00:22:08.120  
Daniel Coles  
OK.

00:22:08.570 --> 00:22:09.260  
Joel (Guest)  
And.

00:22:11.180 --> 00:22:19.840  
Joel (Guest)  
But which is really fun to think about and get your head around? And when you do it feels really rewarding. But software development has its own rewards, like setting up your.

00:22:20.720 --> 00:22:21.280  
Joel (Guest)  
Design.

00:22:21.540 --> 00:22:23.680  
Joel (Guest)  
Uhm, patterns probably in.

00:22:24.310 --> 00:22:28.110  
Joel (Guest)  
Like, uh, it's older express. I want to add it under radio system.

00:22:29.030 --> 00:22:36.070  
Joel (Guest)  
So that means every single action the user does, you actually set the details of their action in an object and you put it onto a stack.

00:22:36.820 --> 00:22:41.070  
Joel (Guest)  
And in that object you have the details on how to do that action and had to undo that action.

00:22:37.070 --> 00:22:37.500  
Daniel Coles  
Right?

00:22:41.710 --> 00:22:44.140  
Joel (Guest)  
And you just create the object and then say do.

00:22:44.750 --> 00:22:45.550  
Joel (Guest)  
Put it on the stack.

00:22:46.140 --> 00:22:50.440  
Joel (Guest)  
And then we went on a do you take the take the first thing off the stack and do the undo method?

00:22:51.170 --> 00:22:52.500  
Joel (Guest)  
And add it to an undo stack.

00:22:51.240 --> 00:22:51.580  
Daniel Coles  
Wow.

00:22:53.540 --> 00:22:53.890  
Noah Etherington  
Sorry.

00:22:53.550 --> 00:23:01.740  
Joel (Guest)  
Uh, and when you get design patterns like that done correctly, it's really rewarding and the code becomes so much more neater and readable.

00:23:02.250 --> 00:23:10.260  
Daniel Coles  
So that's interesting. OK, so you're in software development at the moment. Did you consider any other fields?

00:23:11.460 --> 00:23:11.750  
Joel (Guest)  
Uh.

00:23:11.480 --> 00:23:14.540  
Daniel Coles  
And if you did, what made you choose software development?

00:23:11.810 --> 00:23:12.070  
Joel (Guest)  
Come.

00:23:15.440 --> 00:23:19.850  
Joel (Guest)  
Yeah, so it's once do game dev like a little kid. I wanted to make Mario.

00:23:22.160 --> 00:23:22.630  
Joel (Guest)  
Uh.

00:23:23.990 --> 00:23:27.090  
Joel (Guest)  
I over the years when I started trying software.

00:23:27.580 --> 00:23:32.910  
Joel (Guest)  
Uh, my my gap year end riding the my own software and I found him fun it can be.

00:23:33.630 --> 00:23:36.120  
Joel (Guest)  
I thought, hey, this is actually pretty good.

00:23:37.990 --> 00:23:38.960  
Joel (Guest)  
I'm gonna do this.

00:23:39.840 --> 00:23:44.150  
Joel (Guest)  
And as you probably all know, game Dev is a very shaky.

00:23:44.800 --> 00:23:57.120  
Joel (Guest)  
Industry, you hear better the news all the time like stuff happening in Blizzard and Rockstar like the creating issues and payroll issues and abuse allegations and things like yeah.

00:23:50.520 --> 00:23:50.990  
Daniel Coles  
Oh yeah.

00:23:55.180 --> 00:23:56.510  
Rhiannon Lloyd  
Are there issues?

00:23:56.820 --> 00:23:59.390  
Daniel Coles  
Yeah, it's in a bit of turmoil. The whole industry at the moment.

00:23:58.690 --> 00:23:59.310  
Rhiannon Lloyd  
Miller

00:23:59.560 --> 00:24:06.310  
Joel (Guest)  
Yeah, I mean, and even at one point like video games, industry crashed and like they thought would never come back. Yeah, I don't think will happen again, but.

00:23:59.930 --> 00:24:00.450  
Rhiannon Lloyd  
yeah.

00:24:05.020 --> 00:24:05.330  
Daniel Coles  
Yeah.

00:24:06.210 --> 00:24:06.700  
Daniel Coles  
No.

00:24:07.370 --> 00:24:08.100  
Joel (Guest)  
There's a lot of.

00:24:09.280 --> 00:24:13.650  
Joel (Guest)  
Lot of weirdness in the game Dave Industry and it's also just a lot harder to get your foot into.

00:24:14.760 --> 00:24:15.380  
Daniel Coles  
So I've heard.

00:24:14.860 --> 00:24:16.680  
Joel (Guest)  
I don't doubt that you could go and find some.

00:24:18.450 --> 00:24:26.070  
Joel (Guest)  
Candy Crush Knockoff Mobile studio to work for UH, there's a few mobile studios in Hobart that actually have a few employees but.

00:24:27.000 --> 00:24:41.730  
Joel (Guest)  
When you when you as an aspiring game Dave, you either want to go 100% in D and that means you have to make your own revenue or you want to work for someone big like Activision or Nintendo or Valve. Valve is always my true 'cause I love valve games.

00:24:43.020 --> 00:24:46.660  
Rhiannon Lloyd  
I like the fact that a lot of the indie games that are coming out now or just.

00:24:43.180 --> 00:24:43.730  
Joel (Guest)  
Uhm?

00:24:47.290 --> 00:24:48.780  
Rhiannon Lloyd  
Really good quality.

00:24:49.120 --> 00:25:03.540  
Joel (Guest)  
Yeah, I mean, indie games have come so far lately and the amount you can do with all the engines that come out now like back in the day, there was no engines. You had to roll your own. My dad rolled his two of his own engines.

00:24:49.160 --> 00:24:49.490  
Noah Etherington  
Yeah.

00:24:49.850 --> 00:24:50.340  
Rhiannon Lloyd  
Yeah.

00:24:51.850 --> 00:24:52.290  
Rhiannon Lloyd  
Yeah.

00:24:51.940 --> 00:24:52.290  
Daniel Coles  
Yeah.

00:24:57.100 --> 00:24:57.510  
Rhiannon Lloyd  
Uh-huh

00:25:04.100 --> 00:25:04.480  
Daniel Coles  
Wow.

00:25:04.240 --> 00:25:04.560  
Rhiannon Lloyd  
yeah.

00:25:06.180 --> 00:25:06.710  
Daniel Coles  
That's like.

00:25:06.190 --> 00:25:07.960  
Joel (Guest)  
And now you can just pick up unity and start writing.

00:25:08.140 --> 00:25:08.700  
Daniel Coles  
Yeah.

00:25:09.460 --> 00:25:09.780  
Joel (Guest)  
Or

00:25:09.590 --> 00:25:10.730  
Daniel Coles  
Most of the work is already done.

00:25:10.980 --> 00:25:11.980  
Joel (Guest)  
yeah, I mean that's.

00:25:12.640 --> 00:25:18.560  
Joel (Guest)  
It's like crazy love so much work and you don't do it anymore and all the tools they come with as well, like building AI and stuff.

00:25:18.950 --> 00:25:20.220  
Daniel Coles  
Wow, yeah.

00:25:19.840 --> 00:25:28.130  
Joel (Guest)  
Uh, so yeah, I want to game Dev, but then I found software devs actually quite fun and it seems like you guys are into that as well, which is great.

00:25:28.910 --> 00:25:29.520  
Joel (Guest)  
Uhm?

00:25:31.040 --> 00:25:36.780  
Joel (Guest)  
Because I think you also can't go very far in game dev like you can get to lead developer.

00:25:37.710 --> 00:25:44.000  
Joel (Guest)  
And then he kinda gets stuck and then it goes into game design territory. I mean I'm talking about wages here, like getting an extra salary.

00:25:41.520 --> 00:25:41.890  
Daniel Coles  
Right?

00:25:44.290 --> 00:25:44.770  
Daniel Coles  
Yeah.

00:25:46.670 --> 00:25:58.160  
Joel (Guest)  
And when it gets kinda game design territory, your programming skills have nothing to do with that, and I think it's harder to progress higher up the wage chain, whereas software dev I think it's a lot easier to milk your employer.

00:26:02.070 --> 00:26:05.700  
Daniel Coles  
That's funny, but it's definitely what you want to think about when you think you're thinking of a career.

00:26:05.970 --> 00:26:14.920  
Joel (Guest)  
Yeah, definitely, and mostly also 'cause I found out that I don't really ever want to leave Tasmania, so there's a lot more software opportunities down here than gaming.

00:26:06.470 --> 00:26:06.920  
Rhiannon Lloyd  
Yeah.

00:26:06.650 --> 00:26:07.240  
Daniel Coles  
Sure.

00:26:15.770 --> 00:26:16.360  
Daniel Coles  
Yeah, OK.

00:26:16.470 --> 00:26:20.770  
Joel (Guest)  
Don't be fooled though, there is some gaming opportunities down here. There's a whole discord, I mean and.

00:26:16.990 --> 00:26:17.640  
Bryce McKerlie  
It's Hannah.

00:26:18.800 --> 00:26:19.460  
Daniel Coles  
Yeah.

00:26:21.510 --> 00:26:23.470  
Joel (Guest)  
Yeah, I mean if you guys sometimes when you roll from up.

00:26:24.160 --> 00:26:25.450  
Daniel Coles  
Uh ICT here.

00:26:24.360 --> 00:26:26.250  
Rhiannon Lloyd  
Add sample styling.

00:26:25.740 --> 00:26:26.060  
Joel (Guest)  
Yep.

00:26:26.700 --> 00:26:27.020  
Joel (Guest)  
Cool.

00:26:28.450 --> 00:26:29.390  
Daniel Coles  
Well, mainlanders.

00:26:29.760 --> 00:26:31.120  
Joel (Guest)  
Yep, but from Noah.

00:26:29.970 --> 00:26:30.510  
Bryce McKerlie  
Yeah.

00:26:30.700 --> 00:26:31.200  
Rhiannon Lloyd  
Yep.

00:26:31.550 --> 00:26:31.980  
Daniel Coles  
Yeah.

00:26:32.940 --> 00:26:44.670  
Noah Etherington  
Right, so the last question, pretty much it's just. Could you share an example? Essentially the work that you do that best captures the essence of the IT industry. It's a bit of a bit of an interesting question, but if.

00:26:33.030 --> 00:26:33.390  
Daniel Coles  
See.

00:26:41.600 --> 00:26:43.600  
Joel (Guest)  
Yeah, I gotta stink. A good a good singer for you.

00:26:46.040 --> 00:26:55.830  
Joel (Guest)  
Uh, I'll tell you a little story. Definitely been in the industry one year and this is my world story. So first project I got put on when I came in was integration to Salesforce.

00:26:56.580 --> 00:26:58.660  
Joel (Guest)  
If you guys know Salesforce it's a.

00:26:59.390 --> 00:27:10.230  
Joel (Guest)  
The number one is a SAS in the world. It's more sales software helps people manage sales opportunities, contacts all that sort of stuff. It's one of the most complicated things I've ever seen.

00:27:10.940 --> 00:27:12.700  
Joel (Guest)  
Uh, when I've had to configure it, there's.

00:27:13.550 --> 00:27:19.930  
Joel (Guest)  
Thousands upon thousands of configuration screens and I couldn't find that they want and searching the documentation is hell.

00:27:18.160 --> 00:27:18.380  
Daniel Coles  
But

00:27:20.960 --> 00:27:22.420  
Joel (Guest)  
Because everything has similar names.

00:27:23.090 --> 00:27:29.420  
Joel (Guest)  
Uh, so we had a project that was to integrate our husbands UNOS products into Salesforce so.

00:27:30.010 --> 00:27:32.050  
Joel (Guest)  
Because Salesforce is so big, you can make plugins for it.

00:27:33.930 --> 00:27:35.610  
Joel (Guest)  
Before I came to the company.

00:27:36.270 --> 00:27:39.410  
Joel (Guest)  
So this project existed for about six months before I even came in.

00:27:40.260 --> 00:27:46.940  
Joel (Guest)  
They had a consultant in a Salesforce consultant. They're paying the big bucks. I don't know 20 grand for a consultation, it's crazy.

00:27:47.080 --> 00:27:47.410  
Noah Etherington  
Wow.

00:27:47.580 --> 00:27:52.540  
Joel (Guest)  
Uhm, how do you think we should go about doing this in Salesforce integration? And there you go and.

00:27:53.210 --> 00:28:01.850  
Joel (Guest)  
Do a canvas that to a canvas that you know. Use this canvas app framework and if OK and then the last second they changed their mind like I used this Lightning framework.

00:28:03.200 --> 00:28:15.770  
Joel (Guest)  
Uh, maybe it'll be better suited for your authentication needs because one of our our CEO is really big on. He never wants the user to log in because there's 50 products he wants them to be able to go from product to product without having to type in the password all the damn time.

00:28:16.600 --> 00:28:22.890  
Joel (Guest)  
So the consultant said use this slightly framework would be better for your offer needs, so they're like OK.

00:28:23.870 --> 00:28:26.690  
Joel (Guest)  
So I come into the company, uh, January.

00:28:27.400 --> 00:28:28.470  
Joel (Guest)  
Uh, just a year ago now.

00:28:29.370 --> 00:28:36.570  
Joel (Guest)  
On the 11th and this stuff is almost done, but there's some problems and hiccups, so I helped them iron those out.

00:28:37.860 --> 00:28:41.790  
Joel (Guest)  
Then about mid year 2021 it's ready to go.

00:28:42.580 --> 00:28:53.450  
Joel (Guest)  
And they submit it for security review to Salesforce for security. Salesforce reviews all the plugins that you want to put on the store for security, just like they would on the Android store Apple Store.

00:28:54.630 --> 00:28:55.480  
Joel (Guest)  
And dumb.

00:28:56.190 --> 00:29:12.420  
Joel (Guest)  
They say, oh this sum, you're using the session ID here and we don't want that being used at all and our entire authentication system like the log user logging in then cooking up into the other two products, husbands, UNOS, it completely depended on that.

00:29:13.760 --> 00:29:20.620  
Joel (Guest)  
Sorry, uh, that's like it's $15,000 security review to say, yeah, you screwed up, try again.

00:29:21.100 --> 00:29:21.880  
Rhiannon Lloyd  
oh wow.

00:29:21.420 --> 00:29:22.110  
Joel (Guest)  
Uhm?

00:29:21.550 --> 00:29:21.930  
Daniel Coles  
Should I?

00:29:24.060 --> 00:29:33.280  
Joel (Guest)  
So like OK \*\*\*\* uh, the big demander of this product aggression was DXC. If you guys know them they're like IBM. Massive are our biggest client.

00:29:31.630 --> 00:29:32.080  
Daniel Coles  
Now.

00:29:34.250 --> 00:29:36.460  
Joel (Guest)  
And a T&T which he probably know.

00:29:36.750 --> 00:29:37.430  
Rhiannon Lloyd  
Yeah, yeah.

00:29:37.310 --> 00:29:37.880  
Joel (Guest)  
Uhm?

00:29:39.040 --> 00:29:43.630  
Joel (Guest)  
They're banging the desk. We want this. We wanted this six months ago. Give it to us there.

00:29:40.660 --> 00:29:41.250  
Rhiannon Lloyd  
Uh-huh

00:29:43.790 --> 00:29:44.300  
Noah Etherington  
Oops.

00:29:45.520 --> 00:29:55.020  
Joel (Guest)  
Uh, and we're like, Oh well, it doesn't. It doesn't work. 'cause I'm getting a faster security review, so it comes back and we're looking at all the options. It was actually me that did most of this work. I don't know like.

00:29:55.760 --> 00:30:05.040  
Joel (Guest)  
'cause my supervisor went on leave and then he those his suit. Lead supervisor was like you gotta look into all the options of authentication as like oh God understand any of this.

00:30:06.860 --> 00:30:19.770  
Joel (Guest)  
So I had to look into a war and all that sort of thing. UM, lots of lots of big standard around how authentication should be done in the modern web, which is really interesting stuff, but super confusing. There's all these sorts of stuff that permissions and JWT's and encoding and signing it.

00:30:07.330 --> 00:30:07.700  
Rhiannon Lloyd  
Yes.

00:30:20.580 --> 00:30:30.210  
Joel (Guest)  
Uh, so I'm looking into it. I find one option, I get it to work in like a rough prototype and they're like, yeah, OK, that seems good. Maybe we can work with that so.

00:30:31.410 --> 00:30:31.960  
Joel (Guest)  
Uhm?

00:30:33.090 --> 00:30:40.560  
Joel (Guest)  
We make a little prototype and what it does is it like creates a private key and public key pair. You guys probably know a little bit about that.

00:30:41.600 --> 00:30:52.280  
Joel (Guest)  
Comes to cryptographically connected keys, where the public can be shared anywhere but the private car and needs to be kept secret and you can. You can verify data is being signed with one or the other.

00:30:53.280 --> 00:30:59.110  
Joel (Guest)  
And we do this golf thing where we hide the private key in Salesforce and UM.

00:30:59.790 --> 00:31:04.120  
Joel (Guest)  
Send the public key to Salinas and when they sign in.

00:31:05.260 --> 00:31:19.170  
Joel (Guest)  
In the public key forward and back and then make like a uh JWT, which is a users authentication token and now ZENOSS is the authority on the authentication even though they signed into Salesforce and it's really dodgy.

00:31:20.690 --> 00:31:24.310  
Joel (Guest)  
Anyway, it's been like three or four months riding that and.

00:31:25.790 --> 00:31:27.500  
Joel (Guest)  
Thank God I got past the next security review.

00:31:28.970 --> 00:31:33.690  
Joel (Guest)  
'cause they said this. This is fine for Salesforce like this is secure for Salesforce.

00:31:34.270 --> 00:31:37.160  
Joel (Guest)  
It might be really insecure for your stuff, but we don't care about your stuff.

00:31:37.900 --> 00:31:39.750  
Joel (Guest)  
We only care about Salesforce is security.

00:31:38.420 --> 00:31:39.840  
Rhiannon Lloyd  
OK, OK.

00:31:41.240 --> 00:31:41.730  
Joel (Guest)  
Yeah.

00:31:43.120 --> 00:31:43.690  
Daniel Coles  
Nice.

00:31:43.260 --> 00:31:51.300  
Joel (Guest)  
We find out in the end that what we should do is rewrite the whole thing as a canvas app, which is what the consultant said in the 1st place before he changed his mind.

00:31:52.090 --> 00:31:52.870  
Joel (Guest)  
18 months ago.

00:31:53.040 --> 00:31:54.090  
Daniel Coles  
I don't know.

00:31:53.840 --> 00:31:54.210  
Noah Etherington  
Yeah.

00:31:55.540 --> 00:31:56.130  
Joel (Guest)  
Anyway.

00:31:56.570 --> 00:31:57.040  
Daniel Coles  
Wow.

00:31:56.950 --> 00:32:09.130  
Joel (Guest)  
We finally get the product out like two months ago now and as soon as we get it out DXC who's like. Like I said, TCN AT&T, the two biggest clients and want this DXC says are we want to switch from Venus to the hub?

00:32:10.050 --> 00:32:30.220  
Joel (Guest)  
So now we have to do it all over and I think that captures the essence of the IT industry. He constantly going to get messed around by external forces and time restraints, and you're just not gonna be able to do things the way you want. But you have to do the best with what you got. And that's probably the truth with all industries but.

00:32:10.070 --> 00:32:10.620  
Daniel Coles  
Ah.

00:32:23.250 --> 00:32:23.850  
Daniel Coles  
Yeah, right?

00:32:26.990 --> 00:32:27.360  
Daniel Coles  
So.

00:32:29.420 --> 00:32:33.330  
Daniel Coles  
I was gonna say you're telling me it's the same as every other industry. Yeah, OK.

00:32:31.610 --> 00:32:32.040  
Joel (Guest)  
Yeah.

00:32:33.140 --> 00:32:41.180  
Joel (Guest)  
The same people understood all the health through all the all the bullshittery you have to rotate around with project management is gonna have to order here, but you could give your best shot.

00:32:38.510 --> 00:32:39.030  
Daniel Coles  
Yep.

00:32:41.870 --> 00:32:43.980  
Daniel Coles  
Yeah, right? Well, let's get the right code every now and then.

00:32:44.870 --> 00:32:45.170  
Daniel Coles  
Like

00:32:45.310 --> 00:32:46.760  
Joel (Guest)  
Every now and then, if you're lucky.

00:32:47.860 --> 00:32:48.550  
Daniel Coles  
OK cool.

00:32:48.810 --> 00:32:56.640  
Noah Etherington  
Well, yeah, that's another questions answered. It thanks Joe for taking the time out of your day to, you know, help us out get through this assignment.

00:32:51.550 --> 00:32:52.100  
Daniel Coles  
So right?

00:32:55.660 --> 00:32:56.330  
Joel (Guest)  
That's alright.

00:32:55.690 --> 00:32:56.660  
Daniel Coles  
Thank you so much.

00:32:56.830 --> 00:32:57.820  
Bryce McKerlie  
Yeah, thanks Joe.

00:32:57.620 --> 00:33:03.320  
Joel (Guest)  
Yeah, thank you Joe not appreciated. No worries, let me if you got any other questions. I'm alright to here or.

00:32:58.620 --> 00:33:00.460  
Daniel Coles  
Project that year.

00:32:58.750 --> 00:33:00.670  
Noah Etherington  
Is actually really interesting? Yeah, thank you.

00:33:03.130 --> 00:33:08.530  
Daniel Coles  
I do have one, but it's not related to this part of the assignment, it's it's a different part.

00:33:08.670 --> 00:33:10.220  
Bryce McKerlie  
Should we stop the recording?

00:33:09.870 --> 00:33:11.780  
Daniel Coles  
Yeah, yeah, maybe it's not the recording.

00:33:10.440 --> 00:33:11.790  
Rhiannon Lloyd  
Yeah or?

00:33:11.560 --> 00:33:14.040  
Noah Etherington  
Stop at now.