

IT Professional - Interview

Please tell us about your IT work. What exactly do you do?

I develop desktop and web applications for various tasks; primarily my focus is new developments rather than maintenance.

Please tell us about the industry you work in.

Currently, I'm developing applications for the construction industry, which is fairly slow to digitise. A lot of potential automation is rejected in favour of existing manual solutions.

What other kinds of work do you have to do?

I spend a lot of time doing research into the current state of the art and potential competitors.

Who are all the different people you interact within your work? Please tell us about them.

I work with a team of developers with whom I catch up regularly to discuss developments and progress. I also meet with clients - namely construction engineers who might use the products I'm working on to discuss their needs.

Please tell us about your interactions with other IT professionals.

I meet with developers on my team to discuss plans and progress. I also really to developers on adjacent teams about potential opportunities for collaboration and to hear about their recent developments; generally, all of these are internal, I rarely interact with developers outside my offices.

What about your interactions with clients or investors?

Meetings with clients primarily fall into two main categories: reporting progress on products in which they have an interest, and hearing their thoughts on features they would like to see. Regarding investors, my interactions primarily involve presentation environments.

What aspects of your work do you spend the most time on? Please tell us about these.

Most of my time is spent in development - implementing new features in code, implementing unit tests and running integration tests on existing code.

Which aspects of your work do you find most challenging?

For me, the most difficult work is figuring out the direction of the project; individual technical developments are simple but deciding what