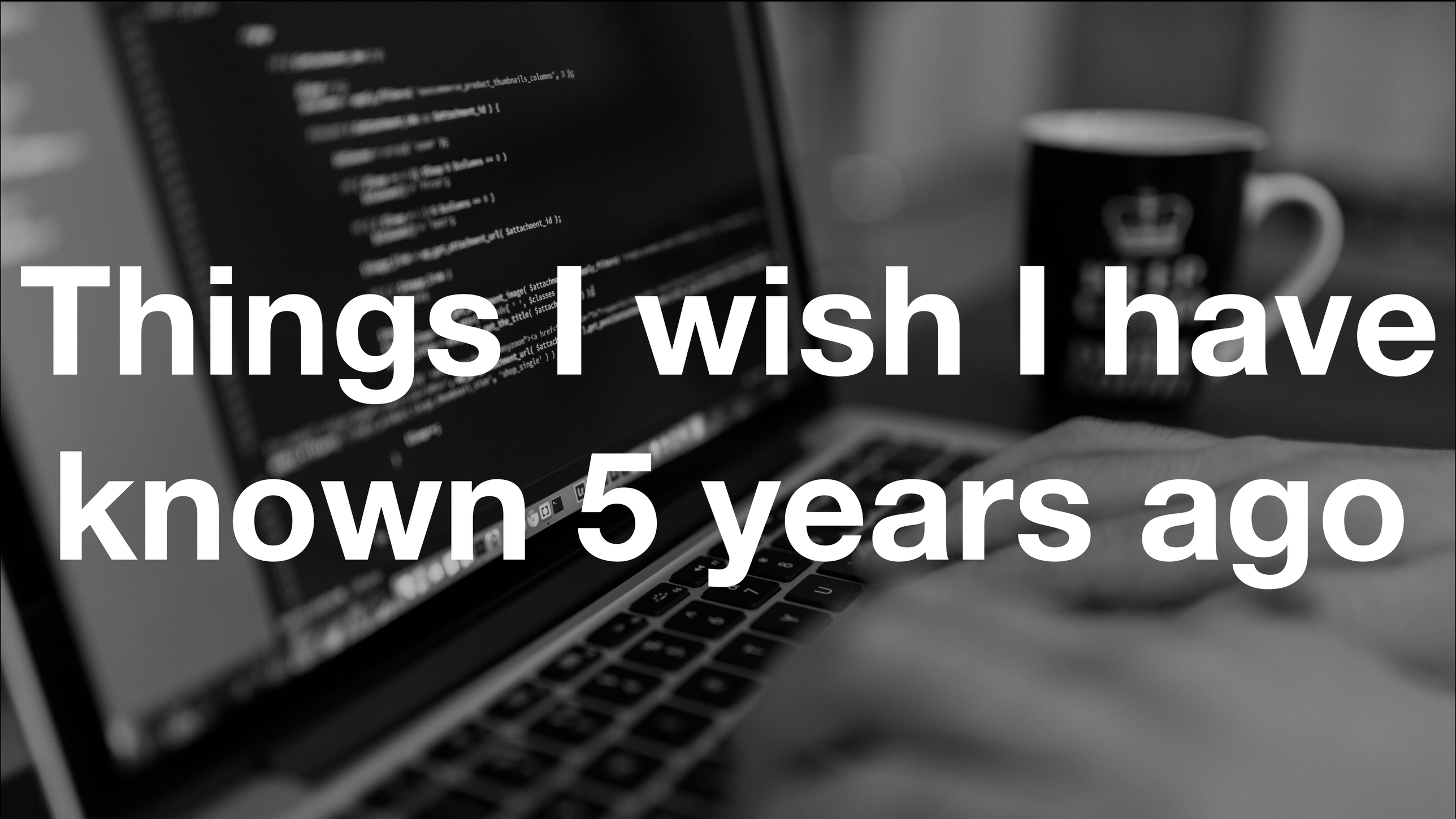
Become more professional developer

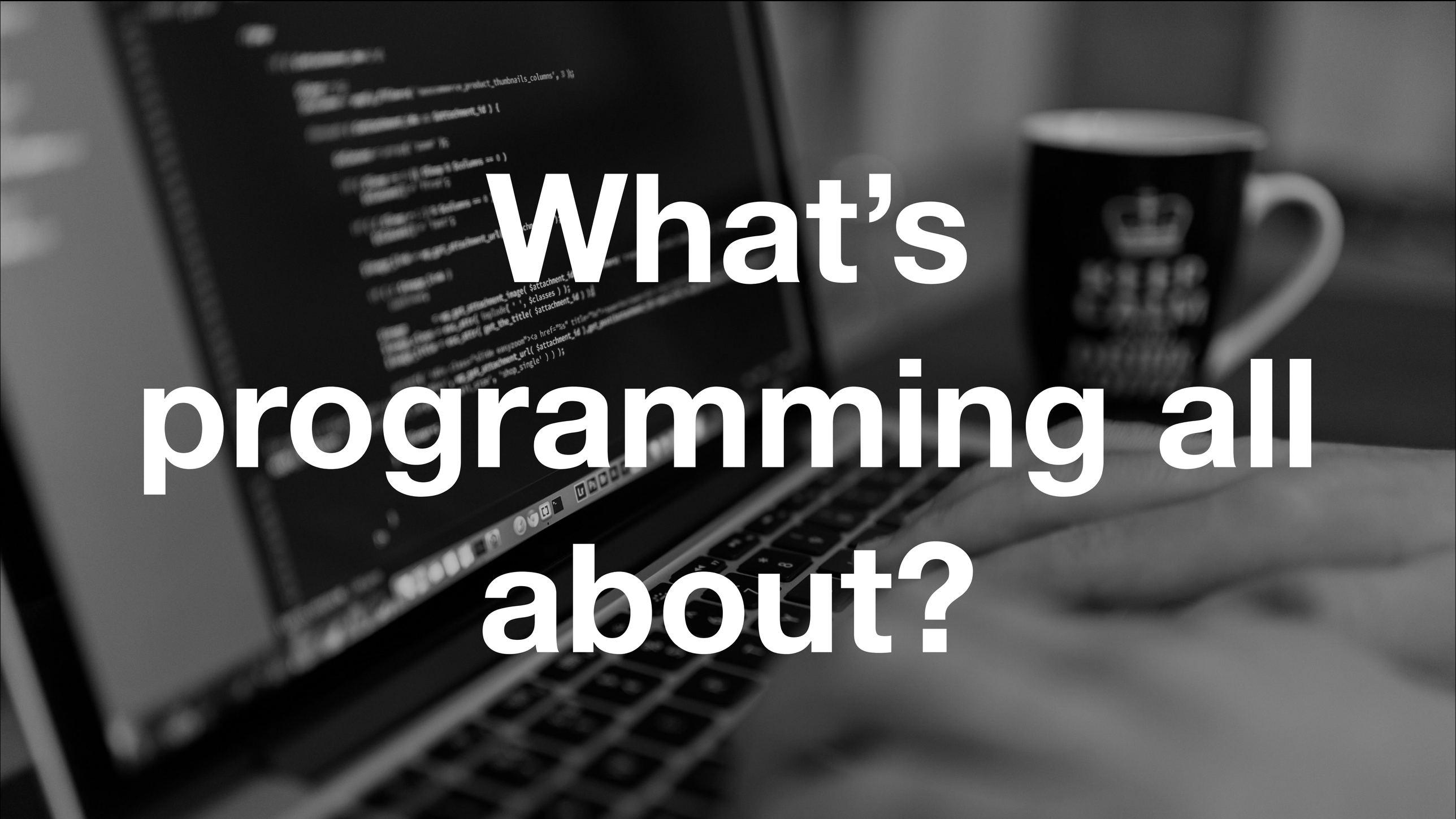
@sale87

Seven Bridges Genomics
Vast Inc

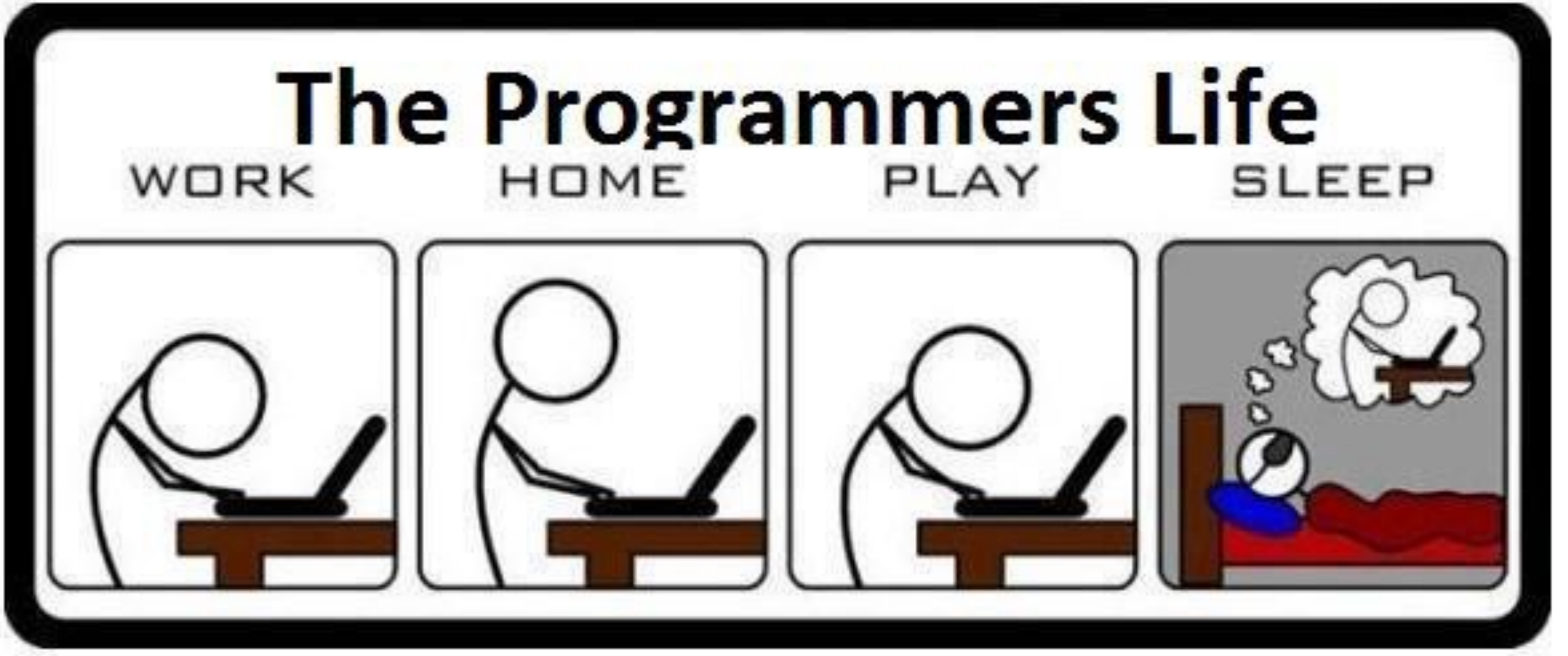
clickbait



Things I wish I have known 5 years ago



What’s programming all about?


The Programmers Life
WORK
HOME
PLAY
SLEEP

Programmer *(noun.)*

A person who fixed a problem that
you don't know you have,
in a way you don't understand.

Programming Wisdom
@CodeWisdom

"A programmer is a device for turning caffeine into code." - Paul Erdos

7:39 PM · Nov 23, 2016

222 RETWEETS **316** LIKES

CODE

I am paid to write
code that provides
business value.
Coda Hale

CAUTION
AVALANCHE DANGER

How to be a good developer?

BIG PICTURE

PROFESSIONAL

TECHNOLOGY

ON BIG PICTURE

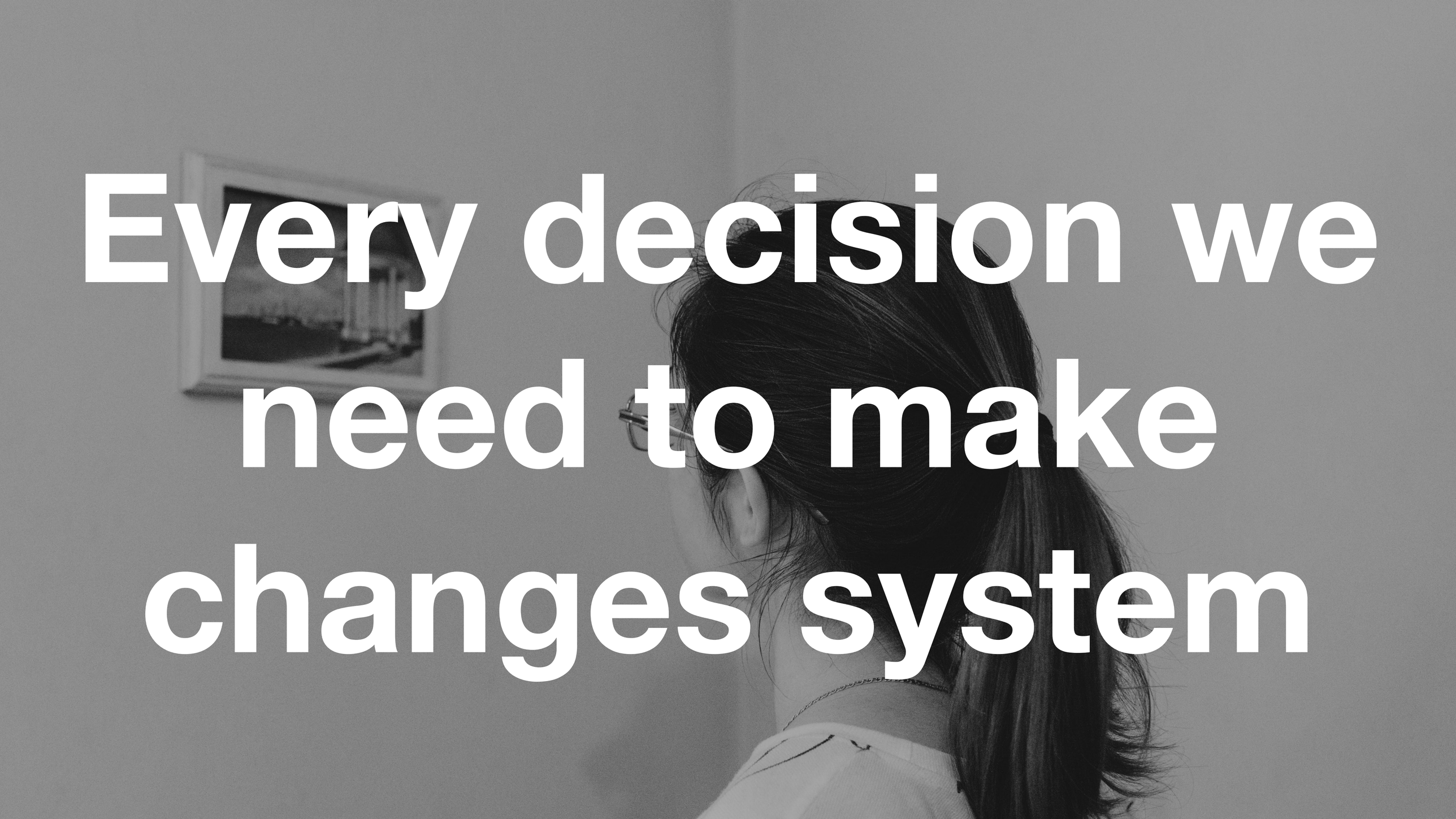
Junior/senior

Can be learned

Experience

What’s the point?

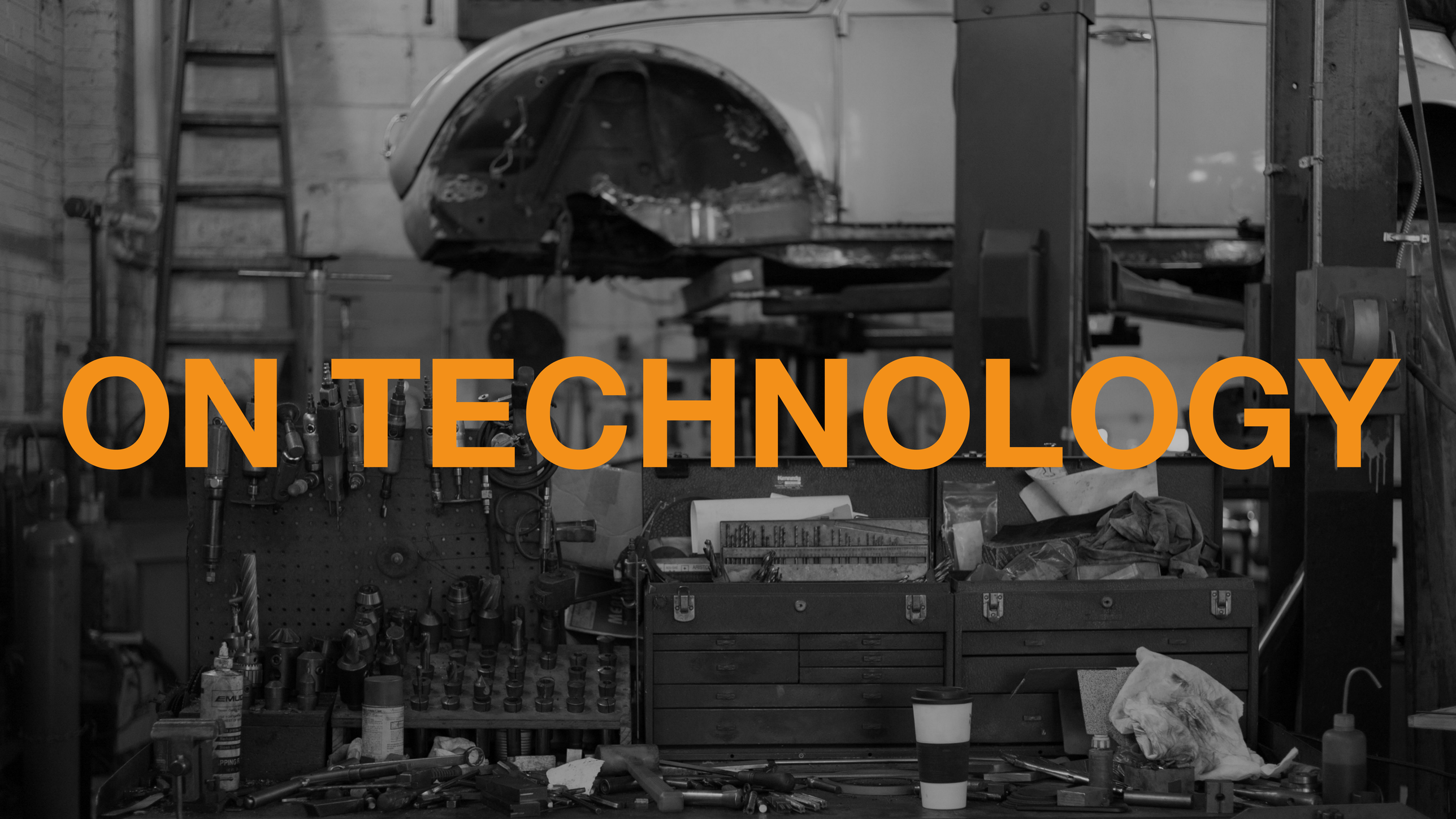
Everything is
system


Every decision we
need to make
changes system

Why?

Information

System size and questions changes with experience



ON TECHNOLOGY

Business value

Solving customer problems

Coding is only 30%
of our job

- understand problem
- develop solution
- release
- profit

Understanding
problem is most
important part of
our job

Why is this important for customer?

How it will improve their life?

How it will improve our business?

What are technical requirements?

Process:

- propose solution
- attack it from usage perspective
- attack it from implementation perspective
- search for edge cases
- fix if possible

Set of steps to solve problem

Not written in stone

Developing
solution is most fun
part of our job

language/ framework/library/ tool selection

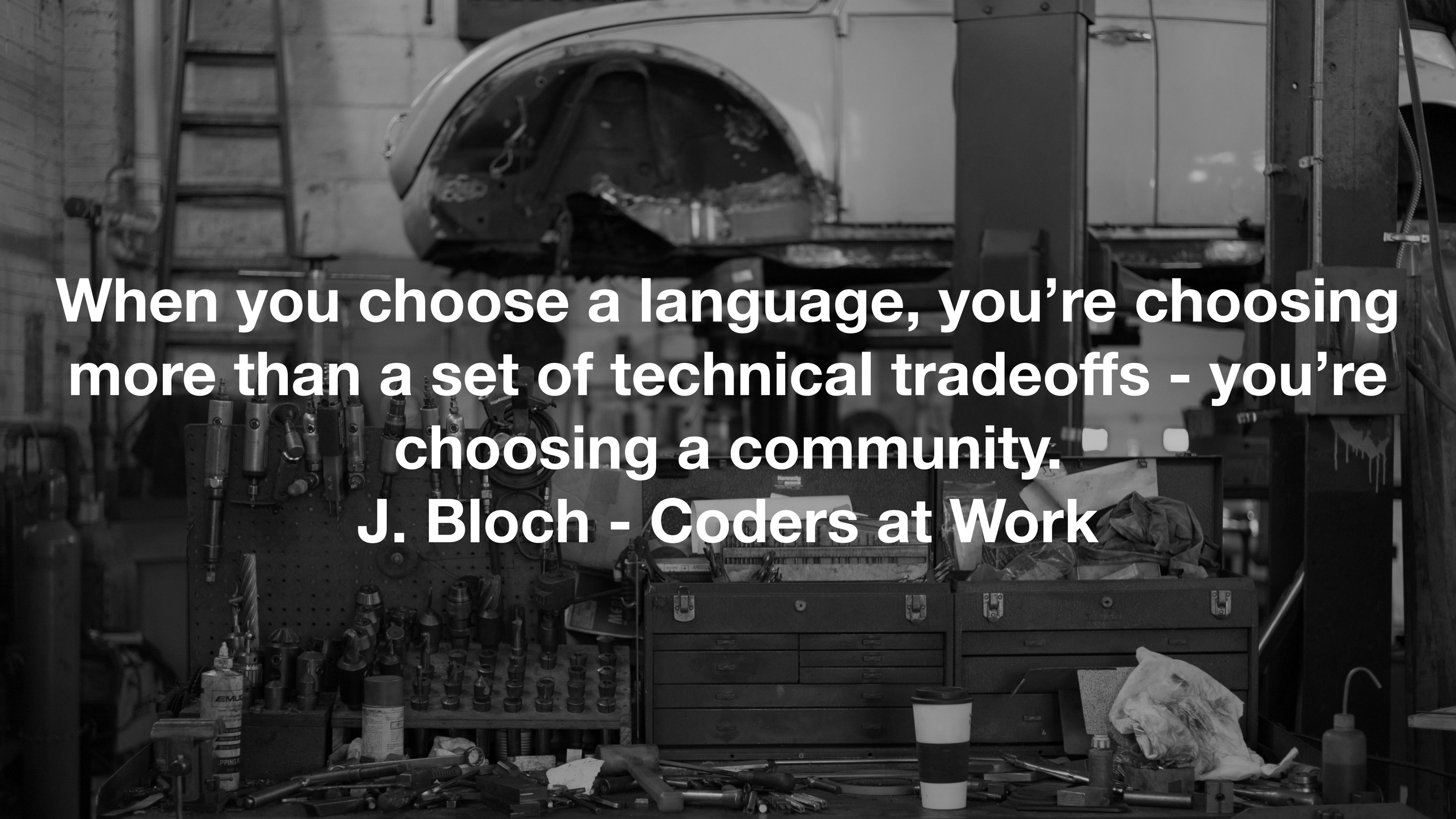
great. perl.
theprofoundprogrammer.com

python
theprofoundprogrammer.com

ruby on rails
theprofoundprogrammer.com

scala
theprofoundprogrammer.com

javascript
theprofoundprogrammer.com



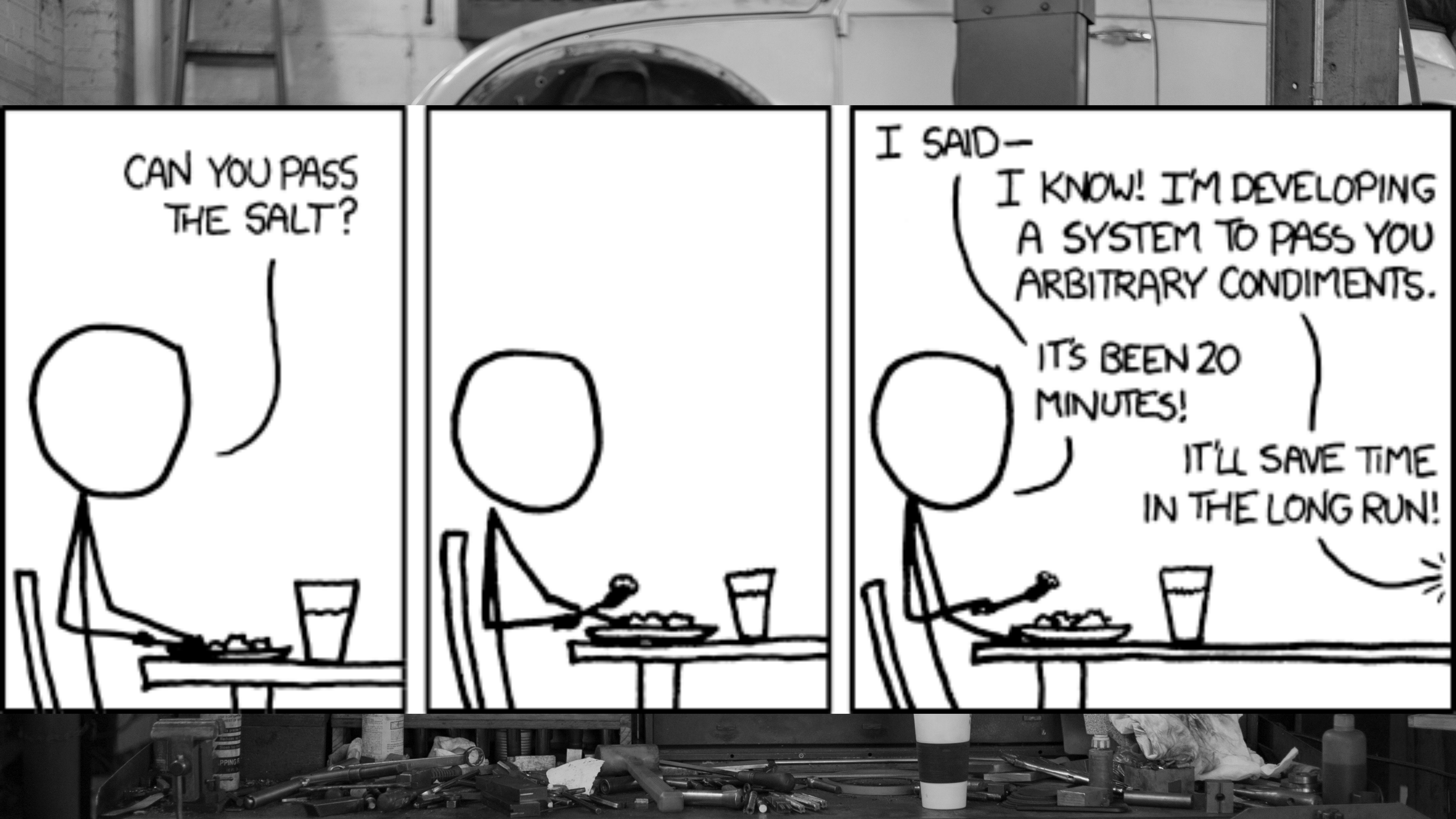
When you choose a language, you're choosing more than a set of technical tradeoffs - you're choosing a community.

J. Bloch - Coders at Work

A rule of thumb: if you are excited to play around with something, it probably doesn't belong in production.
Maciej Ceglowski (Pinboard)

Choose Boring Technology:
The nice thing about boringness (so constrained) is that the capabilities of these things are well understood. But more importantly, their failure modes are well understood.
Dan McKinley

Solve problem,
don’t play with
technology


CAN YOU PASS THE SALT?
I SAID—
I KNOW! I'M DEVELOPING A SYSTEM TO PASS YOU ARBITRARY CONDIMENTS.
IT'S BEEN 20 MINUTES!
IT'LL SAVE TIME IN THE LONG RUN!

it doesn’t work, but it’s fast
theprofoundprogrammer.com

what am I supposed to do with this
theprofoundprogrammer.com

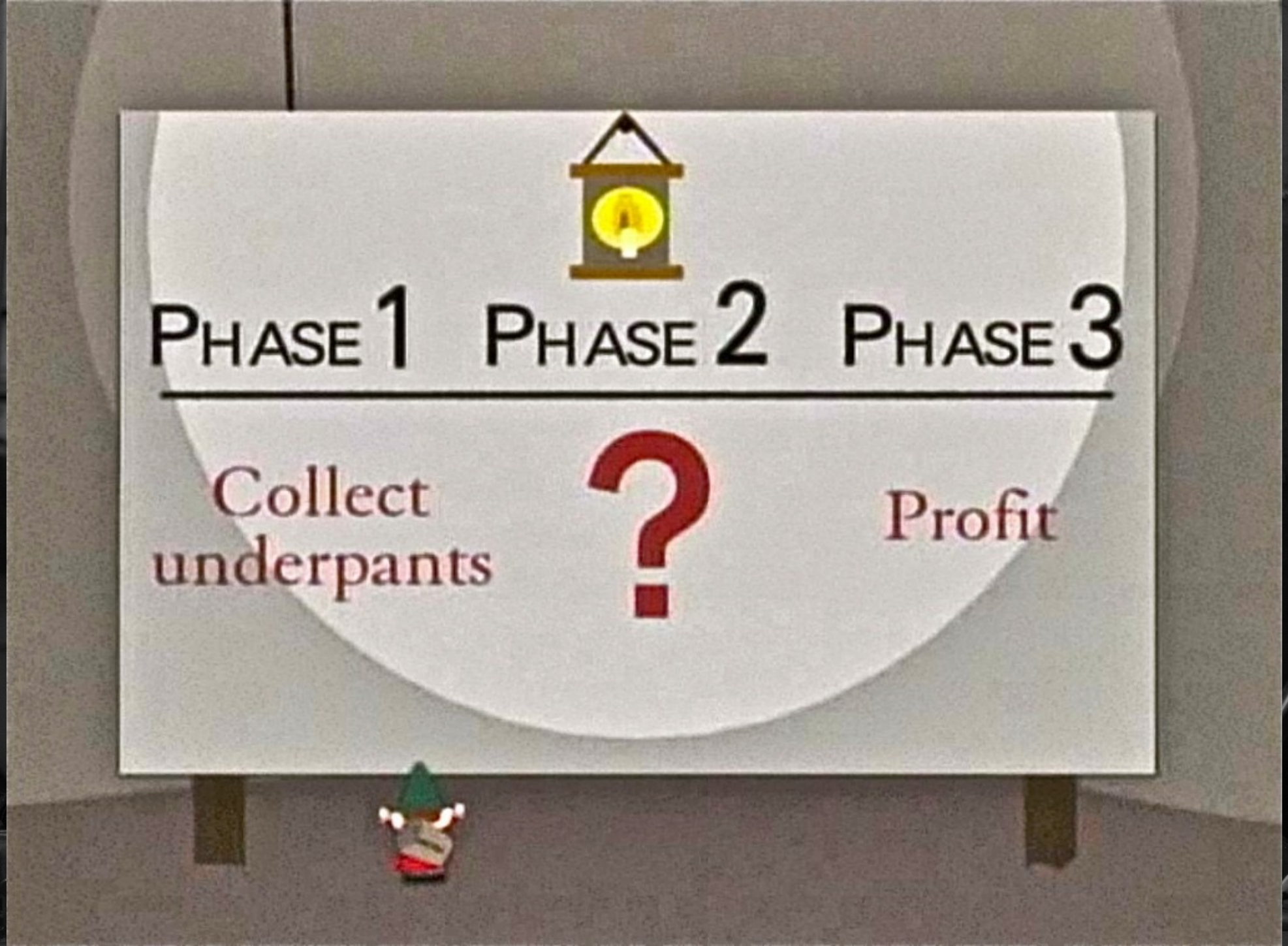
Please, avoid over
engineering and
engineering pron

Please, strive to
deliver high quality
software

if you don’t test your commits
I will bury you
theprofoundprogrammer.com

Deploying software
should be as boring as
possible.
Zach Holman.

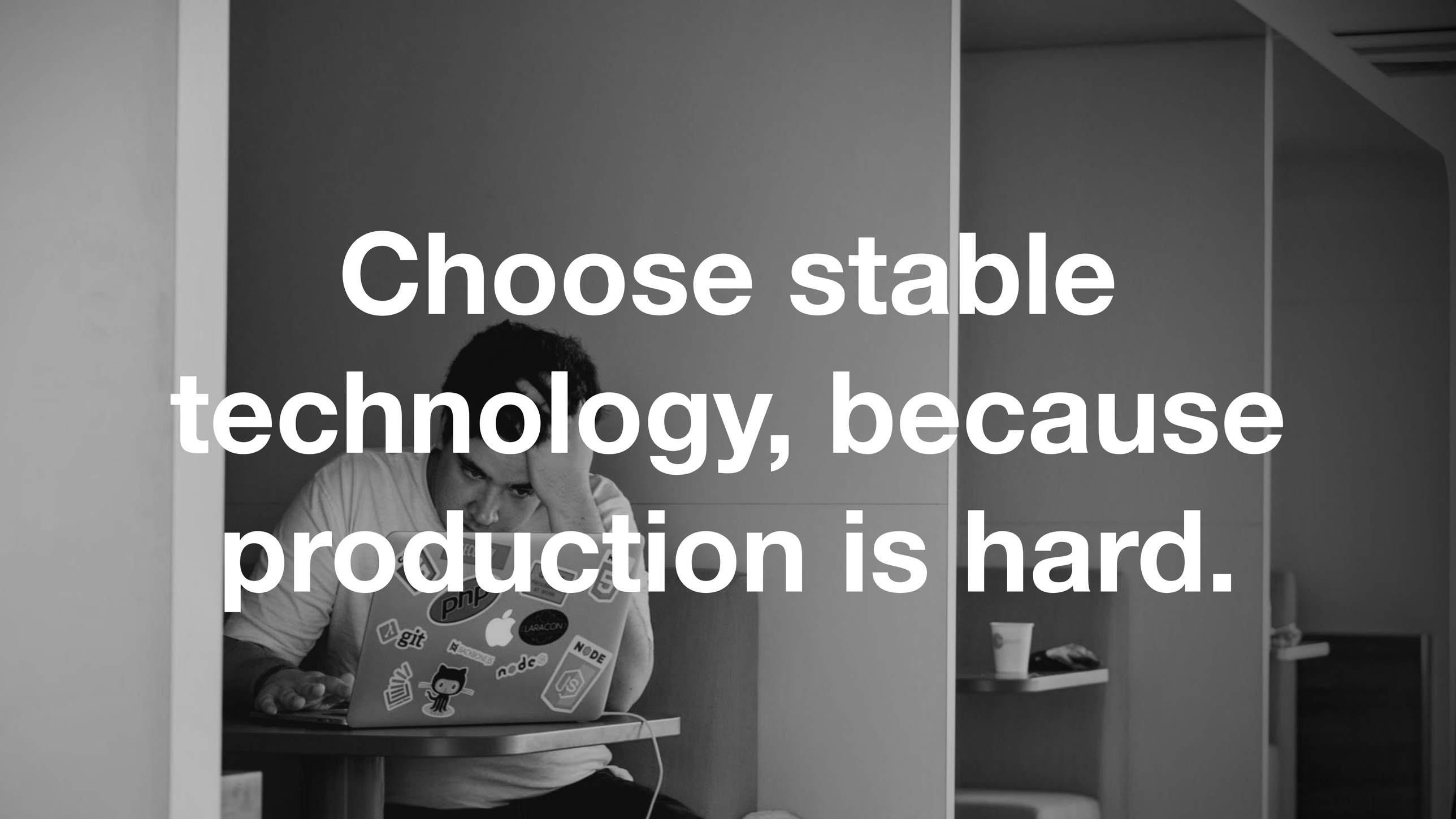
Solution to problem is deployed, now we get to profit from it.


PHASE 1
PHASE 2
PHASE 3
Collect underpants
?
Profit

Sorry ppl, just a beginning

metrics/logs/alerts

production/beta/ongoing


Choose stable technology, because production is hard.
php
git
LARACON
NODE
node

ON BEING PROFESSIONAL

Things your parents told you

- don’t be late
- be nice to people
- don’t interrupt
- listen other’s people opinion

Conflicts

Listen on meetings

Own your work

Improve

You are not your
code

Don’t bash bad
code straight away

Mentor and learn

Rockstars & ninjas

http://bravenewgeek.com/you-are-not-paid-to-write-code/

http://highscalability.com/blog/2010/12/29/pinboardin-architecture-pay-to-play-to-keep-a-system-small.html

http://mcfunley.com/choose-boring-technology-slides

https://zachholman.com/posts/deploying-software

https://www.youtube.com/watch?v=czes-oa0yik

Thanks!