1: What attracted you to this career path?

Wanted to make video games/be a game developer. Making video games is hard, and the video game industry sucks. Switched gears to Consulting for income reasons.

2: What previous professional experiences have helped you most in this role?

Don't really have any, programmed when young

3: What's something that would surprise people about your day-to-day

Don't write much code. Can spend entire week and not write anything.

4: What’s One Thing You Wish Somebody Would’ve Told You Before Going Into This Field?

Consulting is not the horror story you hear from retail. Good experiences with customers. Pushed hard and have high expectations. Worst people are passive aggressive

5: What Are Some of the Biggest Rewards of Your Position?

Fat pay checks. Video game industry you don't make a lot, but might be hungry. Flexible hours. Still availability expectations.

6: How Would You Describe Somebody Who Would Excel in This Career?

Somebody who understands programming, but most importantly has good communication skills. Ability to produce solutions that are scalable and efficient.

7: What’s Most Important to Prepare for a Role Like Yours?

Communication skills, almost more important than being a developer. 75% communication, 25% understanding of design structures and patterns and how they can be used in solutions.

8: Are there incentives or disincentives for staying in the same job?

Inner mobility is hard.

9: What made your first month of this job easier or more manageable?

Only developer for a thousand miles, so had to be trained remotely. Tiny office, 2 other people. Non-technical people had to train him. ← made it hard. Made it easy: Because of remoteness, was able to get away with a lot. Not attending code reviews.

10: What projects are you working on right now?

No specifics, but one client who wants to spend 20% of their time just improving the quality of their code. Wear one very big hat.

11: What is the most rewarding thing about working in this industry?

The flexibility of my schedule. Only has to go to the office 4 times a week.

12: What experiences, skills, or personality traits does your company look for in new hires?

Comparability with the employees at the office.

13: What do you wish you had done differently when you first started at your company?

Took it more seriously. Recognizing the overhead. It's more than just writing code. Everything else that isn't programming but involved with it.

14: What job search advice would you give to someone in my situation?

Build a portfolio. Build stupid web based application. Has to do what you want it to do. Follows best practices.

15: Is there anyone else you would recommend that I speak with?

None that we know mutually. Somebody that has a lot of experience in the tech industry.