Job Fair

A road map to 2018 JobFair

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History of the universe

Figure 1: History is ugly
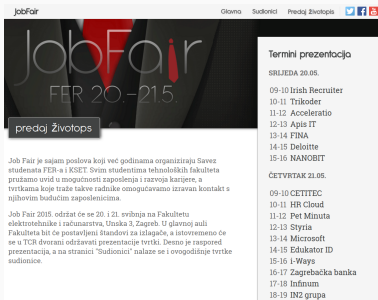
OK, not that ugly.

Figure 2: Job Fair 2014 and 2015 web

Main guidelines

- simplify development
- show time and date of the event
- have a CV form for students
- maybe show the presentation timetable
- development from ground up every year
- done by a single developer in PHP and frontend stuff

Problems

- unsustainable - start from scratch every year
- lack of information
- no version control
- often edited directly in production
- design and usability can be improved on

Figure 3: Now, this is better

Figure 4: Job Fair 2017 web

History

Main ideas in the beginning

- buy the design, make backend quickly
- still almost one pager
- add news section
- online company application
- use git (mind blown!)
- language support
- use rails, pgsql, slim...

History

Current state

- switched to docker
- added new pages (press, past, floor plan)
- added API for mobile
- dynamical company listing and timetable (modals)
- added a lot of information to company orders
- we are building a tower on top of shack foundations

Project organization

Project organization

Main ideas now

- build an expandable structure
- organize company ux around web
- make mass emails and jobfair@kset.org obsolete
- allow easy integration of mobile and other apps
- start on time, don't creep the features
- learn agile
- involve more people

Figure 5: Standard Scrum workflow

Agile / Scrum

Scrum artifacts and events

- **sprint** - a given period of time (1-3 weeks)
- **product backlog** - contains all tasks vital for the project
- **sprint backlog** - tasks that will be done in given sprint
- **sprint planing** - periodical meeting where sprint backlog is filled and current progress is reviewed

Agile / Scrum

Scrum roles

- **product owner** - makes sure product will satisfy the client
- **scrum master** - makes sure team delivers on time, protects the team from greedy product owners
- **developer** - makes shit done :)

Agile / Scrum

How will we use it?

- Plan features in the beginning
- Freeze the design
- Split into teams
- Track the development progress
- Work hard but don't put too much stress on people

Features we will build