

Job Fair Website

A road map to 2018 Job Fair

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History of the universe



Figure 1: History is ugly

OK, not that ugly.

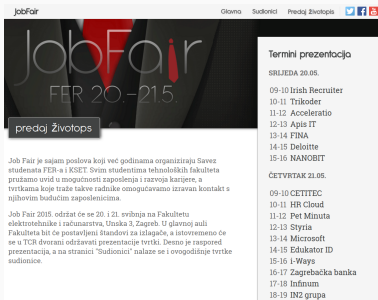


Figure 2: Job Fair 2014 and 2015 web

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

JobFair

Naslovnica Novosti Sudionici Organizatori Press Unesi životopis EN HR

JobFair

17. i 18. 5. 2017.
FER, Zagreb

Novosti

Raspored predavanja poduzeća na Job Fairu

Stigao je i raspored ovogodišnjih predavanja tvrtki na sajmu karijera Job Fair! Tijekom dva dana sajma održat će se 38 stručnih predavanja iz brojnih grana industrije, stoga imamo ponešto za svakoga. I bez brige, ako ne možeš biti na samim prezentacijama, sve što te zanima moći ćeš pratiti na... [više](#)

Sve mogućnosti su otvorene - Microsoft, APIS IT, InfoDom

Ne postoji domena ljudskog djelovanja koja nije barem na neki način doživjela proces informatizacije, a o svim aspektima tog procesa brine se područje ICT-ja. Ako se odvažiš i dodeš na Job Fair, i ti možeš postati jednom od onih osoba koja ima svoje prste u svemu tome, pa ti vidi! Microsoft Koja... [više](#)

Raspored prezentacija

prezentacije se održavaju u Svojij vijećnici

Edit
Saved
Edit all

Figure 4: Job Fair 2017 web

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...

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

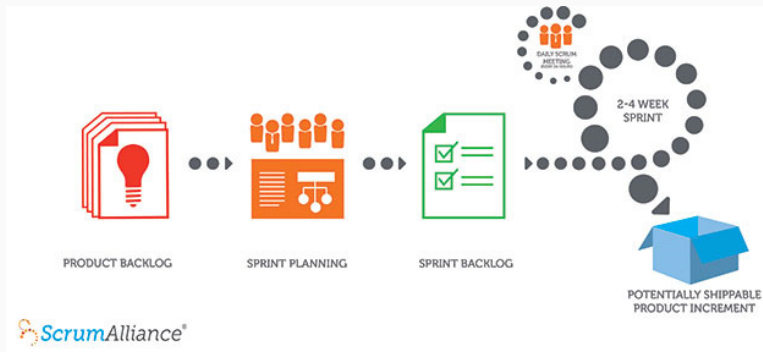


Figure 5: Standard Scrum workflow

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

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 :)

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

Initial featureset

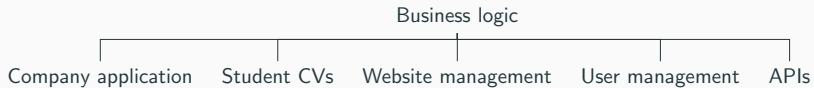


Figure 6: Initial project parts



- Here to provide general info on project
- Attracts both companies and students
- Composes of basic building blocks
- Should be easy to manage by organization, PR, video, photo...

Business logic



Company application

- Company applies with basic info (company name, contact info, what they want)
- An account manager is assigned to the company
- Companies get an email when they are accepted, when they have to add some info (logo, purchase order), when booth location or presentation time is assigned...
- All documents are stored online and are easy to access
- Account manager gets info when company changes info

Student CVs

- Students can fill in their info, hide their info from certain companies, or star some companies (get reminder for presentation, tinder)
- Companies can view student info and search for students, view their remarks on students
- Automatic data extraction from pdf
- Integration with external applications and games?
- Loosen up party invitations?

Website management

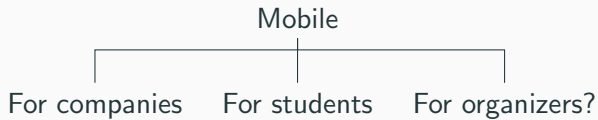
- Add/remove/edit sections
- Section examples: YouTube stream, gallery, call to action, news posts, testimonials, about the fair...

User management

- Add/remove/edit users
- Account managers info available to their companies
- Example data: name, email, phone, assigned companies, bio

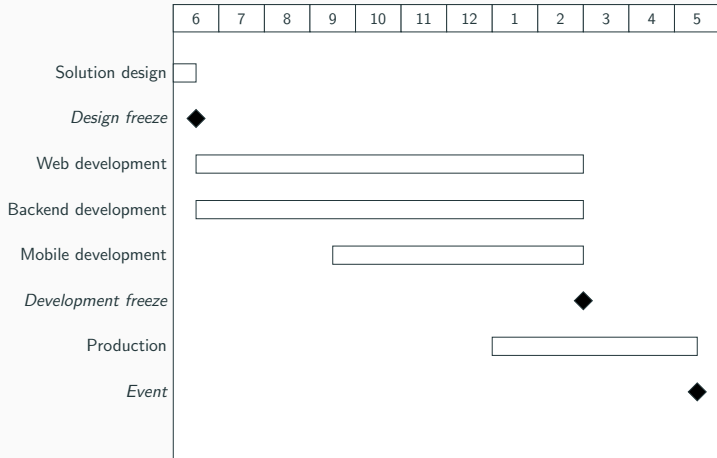
APIs

- Expose public company info
- Integration with mobile applications
- Companies can generate keys and access/add student data?
- Eg. company makes a game that you can access only if you have entered a CV db. It exposes your name and email to company. Game saves your top score in the game - key/value data.



Timeline and parallel development

Project timeline



Sprint organization

- Start with 1 week sprints for next 2 weeks - design discussion
- Hold a total of 4 team meetings and fill the backlog
- Have a clear picture of all product parts
- After that we switch to 2 week sprints
- Develop features by their importance - blocking first

During design phase

- Gather information
- Decide on the technology
- Describe user interaction
- Prepare database model
- Add features to product backlog

Organize teams

- Split into teams - backend, web and mobile
- Assign product owners and scrum masters
- Schedule sprint planning meetings
- Prepare GitHub projects

General priorities after design phase

- Prepare the environment - development server, GitHub, CI
- Find a solution how to make frontend
- Web backbone - simple CMS and basic sections
- Users, companies and students models and admin

The goal

The goal

The goal: Create a new and shiny website which will eliminate the need for mailing lists, collect all company and student data in one place and most importantly have a stable platform that will enable future development of the whole ecosystem. Develop on time and learn/teach new technologies, development processes and concepts. Have fun and sense of self reward!

Surprise



Figure 7: Free beer every sprint planning

Thanks
