

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.

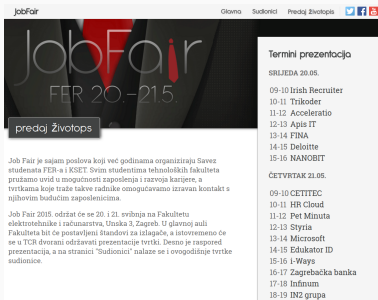


Figure 2: Job Fair 2014 and 2015 web

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

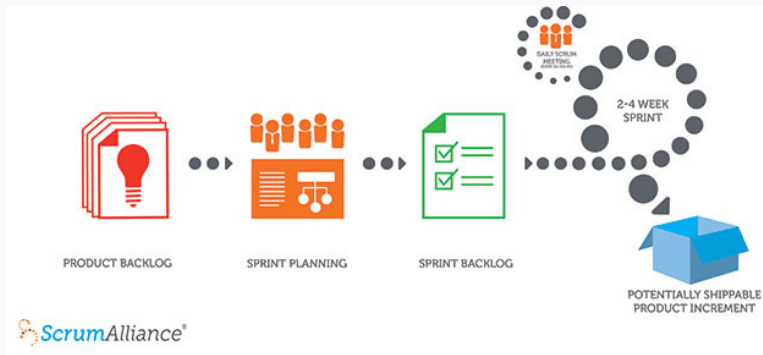


Figure 5: Standard Scrum workflow

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 :)

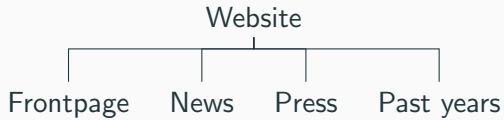
How will we use it?

- 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



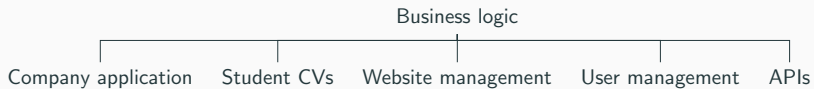
Figure 6: Initial project parts

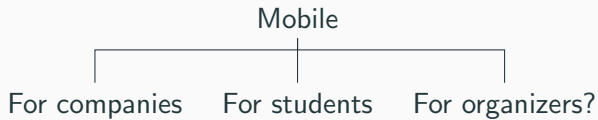


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Features





Timeline and parallel development

Teams and roles
