Career Paths

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Career Paths

Agenda

- My journey in tech
- Roles in Tech
- Q & A and Open discussion about your future

Let's Start at the Beginning

Not really the beginning … but before we start

Some beliefs I have about our field

- Everyday is a day you should be learning something new to stay ahead
- Success is 50% hard work and 50% opportunity
- Your image is important
- Build good relationships, you never know where people will be 10 years from now.

Roles in Tech

Roles in Tech

You may not all be Android Developers... but that isn't a bad thing.

The skills you learned in this class can translate into many other roles in tech

Don't underestimate how the skills you've learned can play a role in your career.

- Managing a Team
- Presentations and Public Speaking
- Graphic design
- Good development practices (committing code, code review, following standards)
- etc.

We can't cover them all but let's talk about a few roles...

Developer/Programmer/Engineer

Junior Developer/Programmer/Engineer

Developer/Programmer/Engineer

Senior Developer/Programmer/Engineer

Mobile Developer/Engineer

Web Developer/Engineer

Full Stack Developer/Engineer

Lead Developer

Team Lead

UI/UX (User Interface/User Experience)

UI Designer

- Creates the look of products. Focus on overall layout of products.

UX Designer

- Focus on the overall experience a user has with a product. Responsible for creating good user interaction. Primarily works on wireframes, storyboards and other mockups.

Graphic Designer

- Created the visual content for products

DBA (Database Administrator)

- Responsible for the health of database servers
- Often responsible for approving all changes to schema in databases
- Must understand the way applications work to fine tune database to work best with developers applications
- Requires some level of programming knowledge to write scripts manage databases or perform needed operations

QA (Quality Assurance)

- Roles range from management of QA teams to engineers that write tests
- Writing UAT (user acceptance tests) to make sure applications meet the needs of User Experience
- Writing tests to test code at various stages of the development process
- Create manual test scripts to test applications exactly as users would interact with application
- Deliver metrics around changes in performance and functionality during different stages of development and release process
- Work very closely with engineering to resolve issues.
- Unofficial watchdogs of developers following good practice

Community Managers and Evangelists

- Usually in demand at companies that produce frameworks, APIs or software that people embed in their products.
- Must love the product they represent
- Responsible for reaching out to the community and keeping them aware of company
- Public speaking
- Liaison between company and the experience the outside world has
- Often write sample code and examples
- Amazing job if you love the tech and like interacting with people who love tech to

Sales Engineers

- Sales... yuck. It is better than you think.
- MUST love the product or you won't enjoy the work
- Great public speaking and presentation skills
- Work with customers to understand products and how it can benefit their company
- Can often involve pre-sales engineering work which will vary from customer to customer
- Work with engineers and product teams to improve products based on customer feedback
- Varying pay based on sales performance

Education

- Access Code... need I say more?
- Creating material for course work
- Love of material
- Presentation and public speaking skills
- Keeping up with the latest in the field you teach

Entrepreneur

- Create your job
- A Idea/Dream
- A Team
- Time
- Personally rewarding and educational

What do you want to be?