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WOMEN IN MOBILE DEVELOPMENT



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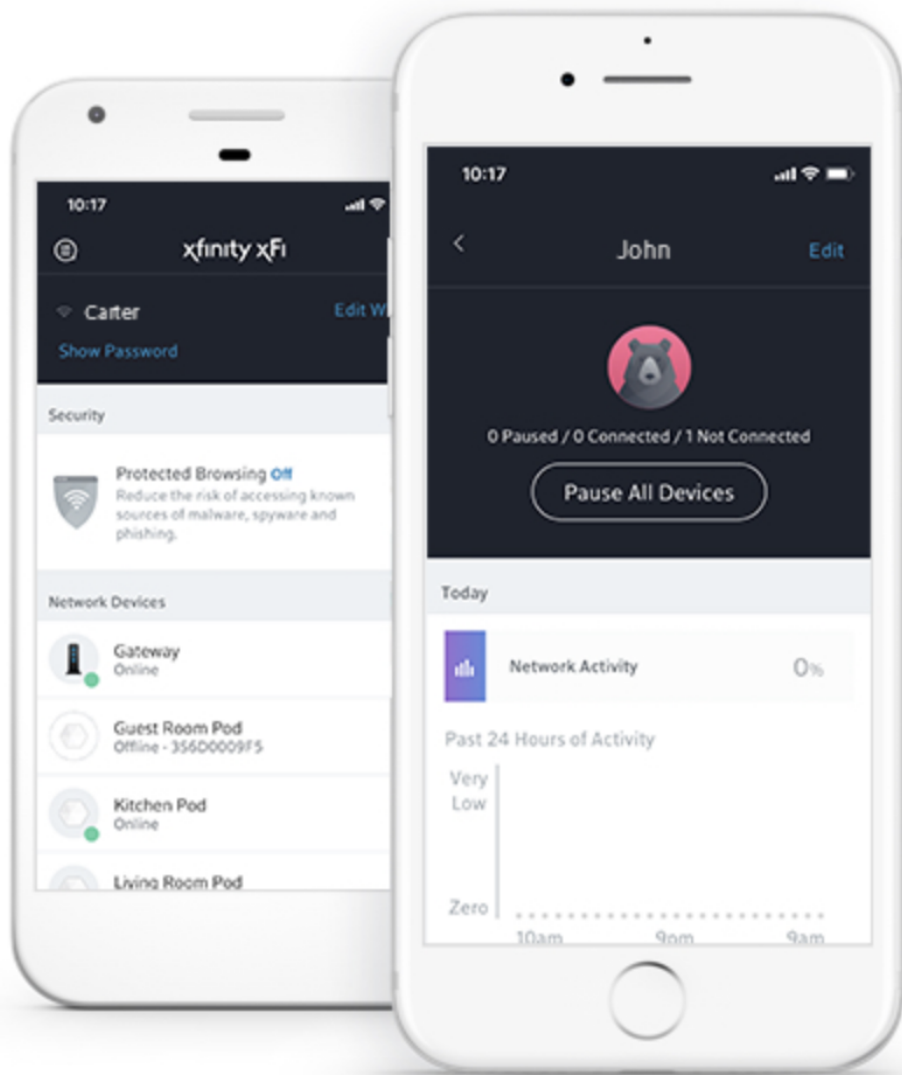


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PERSONALIZATION **CONTROL**

How did you get involved in mobile development?

Was it something you intentionally set out to do?

What advice would you give to someone
new to mobile development or interested
in getting started?

Any resources you'd recommend?

Preferred mobile architecture pattern (e.g.
MVC, MVP, MVVM, VIPER)?

Pros/cons of each?

What factors influence this decision?

Do you primarily stick to one platform (e.g. iOS or Android) or find yourself floating between the two?

If the latter, how should we think about professional development when it comes to breadth (multiple platforms) vs depth (mastery of a single platform)?

What does growth and career advancement look like for mobile developers on your team?

How can we elevate our accomplishments and quantify our successes?

Do you find that mobile development teams seem to be more or less inclusive than other types of software engineering (e.g. back end, web development, etc)?

Did you have any formal mobile training or
did you learn on the job?

Do you think mobile specific training is
necessary?

What are some tools you can't live
without?

What meetups or organizations are you a part of?

What do you find most useful about them?

What are your thoughts on native vs hybrid
vs progressive web apps?

How can we balance technical limitations
and product requirements while
maintaining a customer-focused approach?

Have you ever had to advocate for the
customer experience despite a request
being technically feasible?

What does the development process look like on your team?

What does the ideal process look like?

What does the future of mobile
development look like to you?

#GHC19



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REMAINING**



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