

{ 0010 }
@fernando_cejas

...culture of a good programmer...

Developer fact #1



When I show the boss that I
have finally fixed this bug

Developer fact #2



When I'm deploying code to
production

Developer fact #3



When they me ask if I have
tested it

{ 0010 }
@fernando_cejas

The image features a large, bold, blue text overlay in the foreground that reads "It is about philosophy.". The text is split into two lines: "It is about" on the top line and "philosophy." on the bottom line. The font is a clean, sans-serif style. In the background, there is a very faint, semi-transparent watermark of a video game's source code. The code is written in a C-like syntax and discusses various game states, weapons, and player interactions, such as "gamemode == ga_victory", "S_Stop()", and "S_Refill()". The watermark is primarily in white and light gray, blending with the dark background.

...culture of a good programmer...

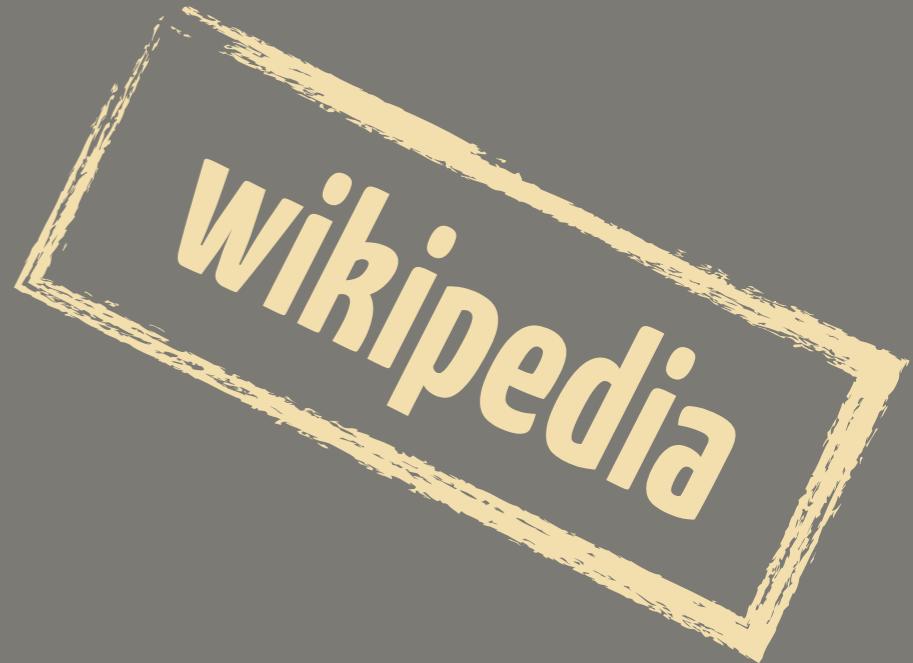
Meet...

@fernando_cejas

Software Engineer
Curious Learner

Android Lover





The word "**philosophy**" comes from the Ancient Greek φιλοσοφία (philosophia), which literally means "**love of wisdom**"

There are...

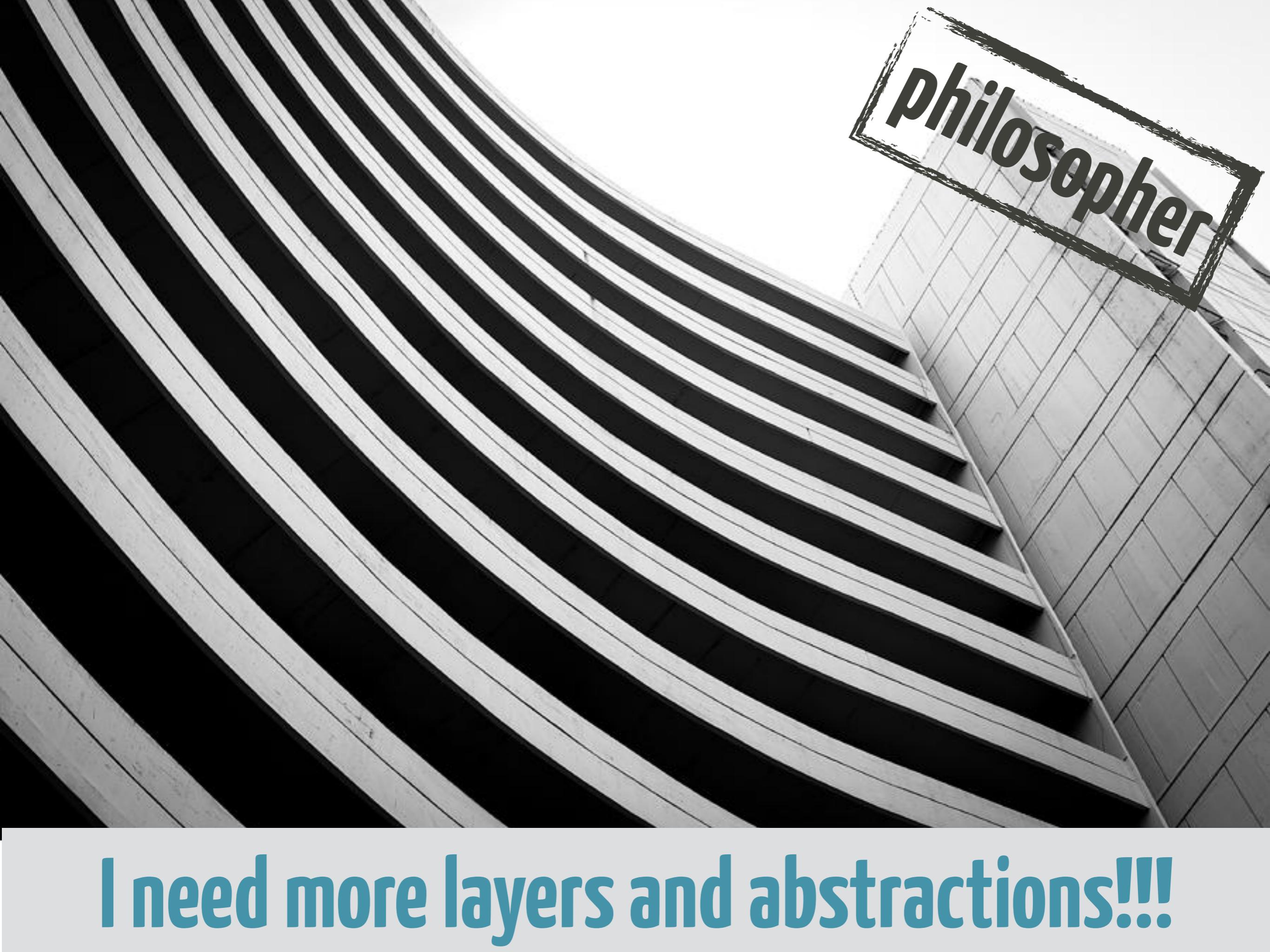


types of developers...



hacker

1234233 lines in a class is not that bad



philosopher

I need more layers and abstractions!!!

There are...



types of developers...



introverted

Peter Parker

A black and white close-up portrait of Tony Stark, played by Robert Downey Jr., looking directly at the camera with a serious expression. He has dark hair and is wearing a light-colored shirt under a textured blazer.

extraverted

Tony Stark

There are...



types of developers...

A black and white photograph of a modern architectural complex. In the foreground, a person in dark clothing walks away from the camera towards a large, curved glass-enclosed building. The building has multiple levels and a prominent overhanging roof. To the left, there are several rectangular structures with signs that read "12c" and "12b". To the right, a tall vertical sign displays the number "13". The overall aesthetic is clean and minimalist.

solo'

Developer

Developer

'team'



continuous
learning



accept challenges



be prepare
for change

be prepare
for change

code evolves

be prepare
for change

code evolves
language evolves

be prepare
for change

code evolves
language evolves
we evolve

do not be shy...

for the win

do not be shy...

expose your ideas...



do not be shy...

expose your ideas...

always ask...



write code



write code

read code



for the win

write code

read code

learn from experiences

expertise?

There are...



types of developers...

Learn about:



object oriented programming
good practices and testing
patterns

Learn about:

evil stuff

algorithms

anti patterns



try to step out of your
comfort zone...



be a good
team player





we work with people!!!

yes!!!

People are one of
the most important
things in life...

we work with people
not with computers,

they are only
means to reach
people

be respectful

be respectful

be humble

be respectful

be humble help

be respectful

be humble help

be honest

for the win

always accept feedback
without being an smartass

no one is perfect

listen

listen
no finger pointing

listen
no finger pointing
do not give orders

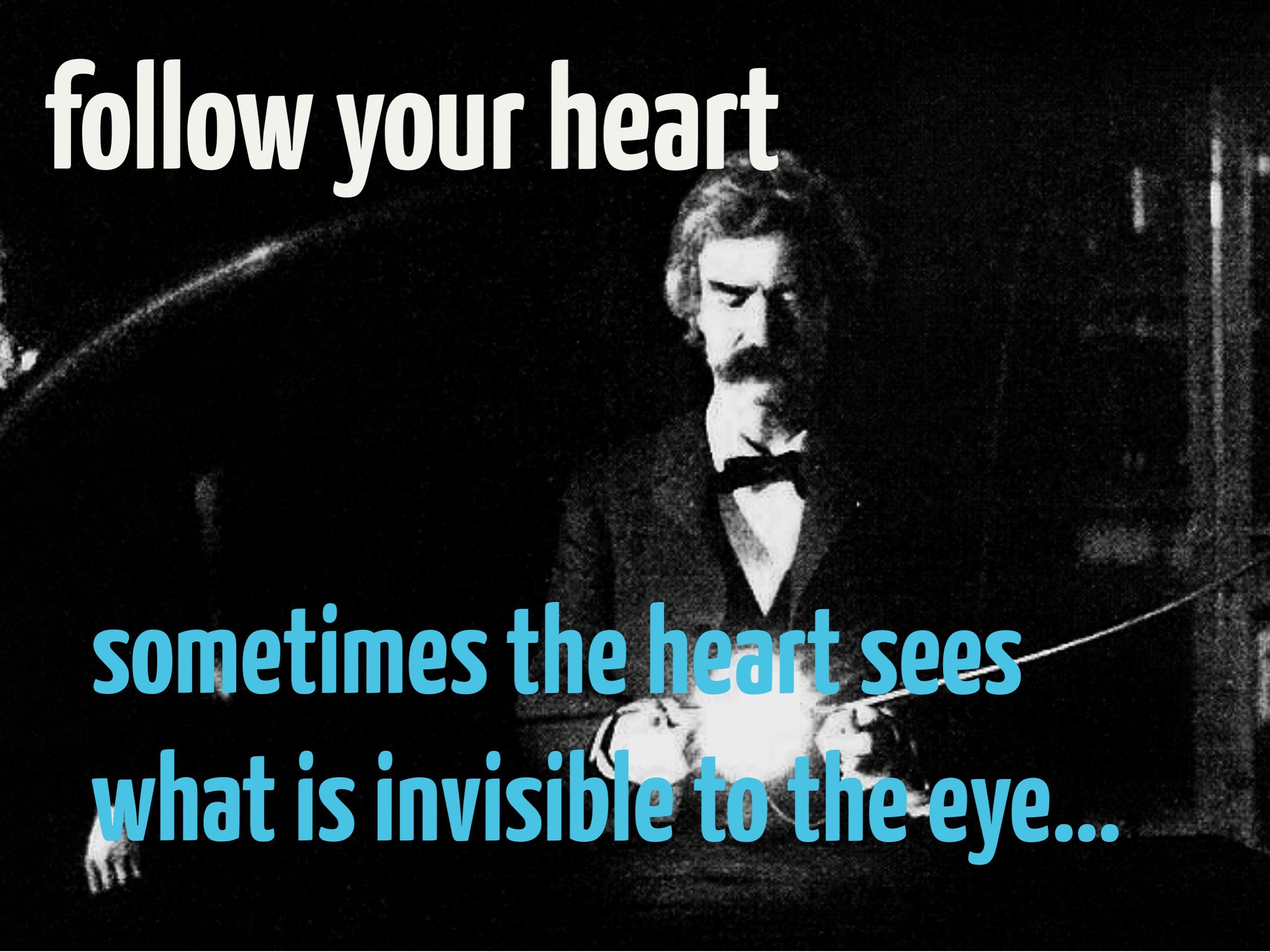
listen

no finger pointing

do not give orders

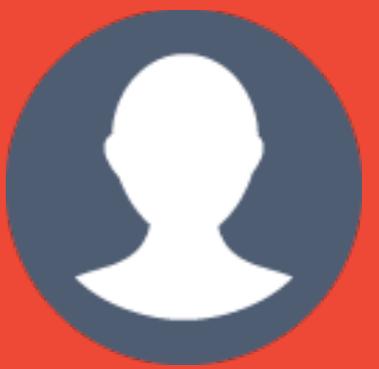
collaborate

follow your heart



sometimes the heart sees
what is invisible to the eye...

**contribute to
communities**





share your...

experiences

give back to the community

contribute

show what you learned

code

code
events

code
posts events

code
posts events
talks

code
posts events
talks

social networks

have
fun!!!



code and
development



no
silver
bullets



we are not multi-tasking

productivity
vs
effectiveness

for the win

prioritize your tasks and
give value

for the win

prioritize your tasks and

give value

personal kanban



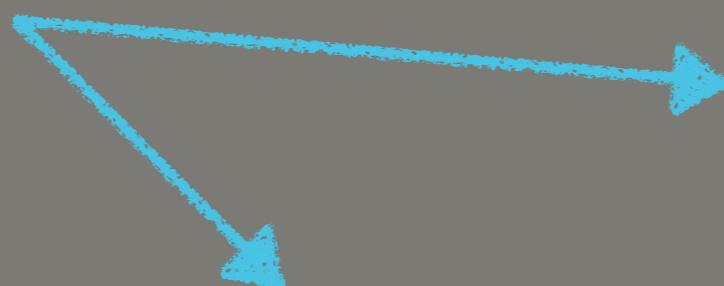
for the win

prioritize your tasks and

give value

be agile

personal kanban



get focus and avoid
distractions



pomodoro
technique



no
silver
bullets



today, we are writing

tomorrow's legacy code

maintainability

VS

performance

for the win

take care of code quality

for the win

take care of code quality

be a good boy scout

for the win

take care of code quality

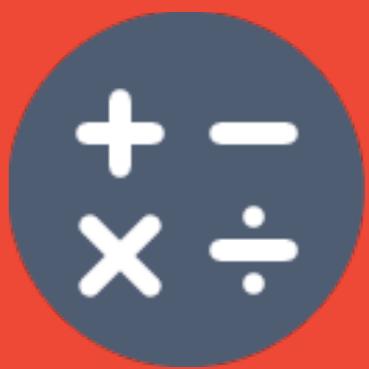
be a good boy scout

be agile



celebrate your achievements

problem solving





challenge accepted!!!



analyze the problem

problem decomposition



divide and conquer



start simple and works
towards complexity



I'll put this temporary hack right here...

2 years later...



Who the hell wrote this code...?

avoid hacks



avoid hacks

do not reinvent the wheel





avoid hacks

do not reinvent the wheel

always choose the right tool for
the right job



celebrate your achievements

pair
programming



so I'm getting HALF the
code for TWICE the
money?



Our first impression:

Our first impression:

- it is DIFFICULT

Our first impression:

- it is DIFFICULT
- it is FRUSTRATING

Our first impression:

- it is DIFFICULT
- it is FRUSTRATING
- it is UNCOMFORTABLE

Our first impression:

- it is **DIFFICULT**

- it is **FRUSTRATING**

- it is **UNCOMFORTABLE**

Do not be afraid
and go for it!!!



tests

code quality

learning

for free

Let's do some pairing



programming as
art

Art is about human
expression through language

code is
communication
between people

(that incidentally, also runs on a computer)

some
inspirational
quotes

“IDEAS that
spread, WIN”

Clay Shirky

**“We learn from
FAILURE, not from
SUCCESS!”**

Bram Stoker

**what
is
your
mission?**

we all have one...

questions

ENEMY THINKING
Enemies are always aware of the player's position. They will move towards the player if they are within sight range. If the player is within attack range, they will attack. If the player is within health range, they will heal.

SKYLINE
The game features a skyline mode where the player can fly through a city skyline. The player can jump and shoot to navigate through the city.

SECRET LEVELS
There are several secret levels scattered throughout the game. These levels require specific items or actions to unlock them. Some secret levels have unique enemies or bosses.

POWERUPS
The game includes various powerups such as health packs, energy bars, and weapons. These powerups can be collected by the player to aid in combat.

WEAPONS
The game features a variety of weapons including pistols, rifles, shotguns, and machine guns. Each weapon has its own unique characteristics and damage output.

LEVEL DESIGN
The game features a variety of level designs ranging from urban environments to jungle settings. Each level has its own unique challenges and objectives.

CHARACTER DESIGN
The game features several characters including the player character, enemies, and bosses. Each character has its own unique appearance and behavior.

GRAPHICS
The game features a variety of graphics including 3D models, textures, and particle effects. The graphics are rendered in a realistic style.

SOUND
The game features a variety of sound effects including weapon sounds, enemy sounds, and environmental sounds. The sound effects are synchronized with the visual elements of the game.

CONTROLS
The game features a variety of controls including mouse and keyboard input. The controls are designed to be intuitive and easy to use.

LEVEL LOADING
The game features a level loading system that allows the player to load different levels at any time. The levels are stored in a database and can be loaded quickly.

SCORING
The game features a scoring system that tracks the player's progress. The score is displayed on the screen and can be used to track progress.

ACHIEVEMENTS
The game features a variety of achievements that can be earned by completing specific tasks. The achievements are displayed on the screen and can be used to track progress.

STATISTICS
The game features a statistics system that tracks the player's performance. The statistics are displayed on the screen and can be used to track progress.

OPTIONS
The game features a variety of options that can be customized by the player. The options include things like difficulty, sound, and graphics.

SAVING
The game features a saving system that allows the player to save their progress. The saves are stored in a database and can be loaded quickly.

LOADING
The game features a loading system that allows the player to load previous saves. The loading is quick and easy.

NETWORKING
The game features a networking system that allows the player to play online with other players. The networking is quick and easy.

AI
The game features a variety of AI systems that control the behavior of the enemies. The AI is designed to be intelligent and responsive.

PHYSICS
The game features a physics engine that controls the movement of objects. The physics engine is designed to be accurate and realistic.

ART
The game features a variety of art assets including 3D models, textures, and particle effects. The art is designed to be visually appealing.

PROGRAMMING
The game is programmed in C++ using the Unreal Engine 4. The programming is designed to be efficient and easy to maintain.

TESTING
The game is tested thoroughly to ensure it is bug-free. The testing is done using a variety of methods including unit testing and integration testing.

DEVELOPMENT
The game is developed by a team of experienced developers. The development process is iterative and involves frequent testing and iteration.

RELEASE
The game is released to the public after thorough testing and optimization. The release is done through a variety of channels including Steam and the developer's website.

THANKS!!

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github.com/android10