

# Process Document

CMGT 1.3 Professional Orientation 2022 – 2023

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- Week 3 – Goal setting
  - Week 3 – assignment 1: Self-assessment
    - § Technique 1: Goal setting questions
1. **Write down a minimum of 10 statements that start with “I dream of...”. What are you passionate about?**

I dream of a life without stress.  
I dream of a life where I can make anything that I want.  
I dream of a life where I can experiment with whatever I want with no repercussion.  
I dream of achieving a sense of inner peace and contentment  
I dream of a reachable connection where everyone can easily communicate with each other without borders.  
I dream of a life without mental health issues.  
I dream of having enough financial security such that I'm able to retire comfortable and pursue my passion and hobbies further.  
I dream of a hierarchical government system where everything is just and right.  
I dream of a community of common good.  
I dream of sustainability in the world
  2. **Write down a minimum of 10 statements that start with “If money was not an issue...”:**

If money was not an issue, I would be a philanthropist.  
If money was not an issue, I would solve world hunger.  
If money was not an issue, I would fund programs to provide free education to all.  
If money was not an issue, I would throw money on science research (cancer, rare diseases, etc)  
If money was not an issue, I would start a company that helps to improve the environment.  
If money was not an issue, I would invest in renewable energy sources.  
If money was not an issue, I would donate to charities that help to improve people's lives.  
If money was not an issue, I would never work anything that I don't enjoy.  
If money was not an issue, I would travel the world  
If money was not an issue, I would gain another country's citizenship.
  3. **Write down 5 to 10 statements about the things you don't want by completing the sentence “I don't want...”. These are your allergies. It's good to be aware of them!**

I don't want to worry about money anymore.  
I don't want to waste my time anymore.  
I don't want to study unnecessary things that I won't use in my professional work.

I don't want peer pressure to bog me down in my quality of work  
I don't want life-crisis to make me stop being motivated to work on my projects  
I don't want work that make me forget what I'm passionate about.

**4. Write down 5 to 10 things that you really enjoy doing. These are things that boost your energy. Complete the sentence "I get an energy boost from..."**

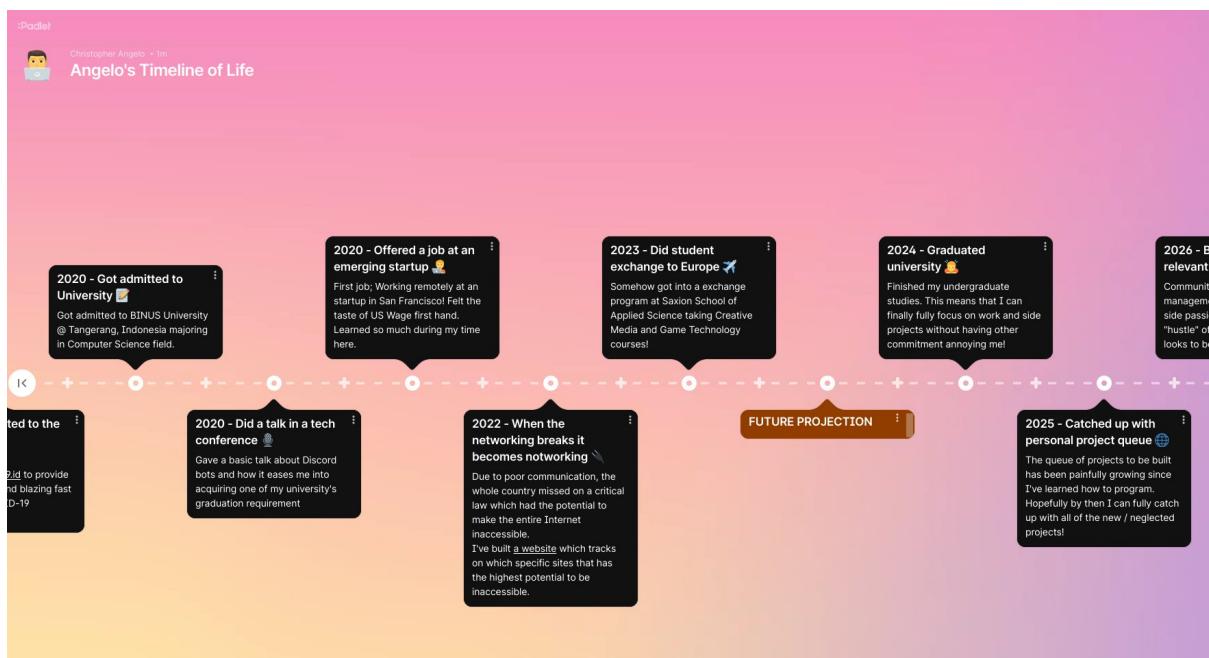
I get an energy boost from tinkering with new or unknown technology.  
I get an energy boost from ADHD.  
I get an energy boost from working in an exciting environment.  
I get an energy boots from listening to upbeat music  
I get an energy boost from helping others.  
I get an energy boost from solving fun coding issues.  
I get an energy boost from keeping my body strong and healthy  
I get an energy boost from experimenting with new things  
I get an energy boost from connecting with people and having meaningful conversations  
I get an energy boost from being creative and challenging my mind.

**5. What are you good at? Write down a minimum of 10 things you're good at.**

I'm OK at programming  
I'm good at taking input and opinions  
I'm OK at staying neutral  
I'm good when collaborating with other people  
I'm very good in relaxing  
I'm good at tinkering with new technology  
I'm good at not stressing out in most environment where other people might stress  
I'm reachable at almost all timezone due to bad sleep schedule  
I'm good at finding creative solution to problems  
I'm good at keeping up with the latest trends with technology

## § Technique 2: Timeline

Public Padlet link: <https://padlet.com/angeloanan/angelo-s-timeline-of-life-3olysrpthcvlls4b>



Most probably due to my ADHD, I have an indiscernible amount of confidence that I can do just about anything if I find it interesting enough. Thus, I consider myself as a Maker.

As a Maker, I tend to learn anything that intrigues me, without any limit of what field that is. I will learn the necessary "bodge" skill to make something exist. An example of this is that I

used Blender, which is a 3D creation suite that is mainly geared towards creative media, as a CAD software where I design things that I will 3D print. Learning a proper CAD software is simply blocking my ability to make, thus if its not a big deal, I'd rather compromise.

That said, my dream job is non-existent. What this means is not that I don't want to work, but I want to be able to work at the things that I want to do. I do not want my work to only be limited to a field (i.e, only Computer Science, only Languages, etc).

I have mostly been developing these kinds of skills on my free-time off of school and work. Mostly working with a friend to validate my makings. Some of these skills have become a fruition where the projects that I have built are used by uncountable amount of people from outside of my friend circle.

#### § *Technique 6: Go to hell!*

The fear of losing it all is plaguing me daily. I have always asked whether luck is considered a privilege or not. Whether it is lucky to be unlucky, and whether it is unlucky to be lucky. Why am I prefacing the passage with this? The sad truth is that I can link a lot of points in my life where luck plays a major role in allowing me to be here: doing student exchange in an European country while not being bounded by one's usual student financial burden and obligation..

I have always thought of the moment where my luck has run out; where everything just starts going downhill. To lose my income that I have gathered previously due to one simple mistake that may legally be labeled as gross negligence, where I seem to get "canceled" both online and in real-life by saying something controversial that's misunderstood and stretched by people, unable to find a job as the said dirty mark has been smeared on my name.

I don't want to come back into thinking that I could not afford life in a 3rd world country, living paycheck to paycheck after feeling lost due to failing school. The doctrine of Asian education system where failing in school means that you are failing in life is still engrained inside of me since it is the thing that is taught very early on in my life.

## **Week 3 – assignment 2: Reflection**

### **1. Analyze the outcomes of assignment 1, summarize the most important information.**

“Wasting” time on work doing things that are not necessary is sadly a part of work that everyone would essentially need to do. For example, as a Web Developer, you might need to learn / read up on a programming library that you would never use because its not something that you would ever use in projects, its outdated or any other reason.

While this true, one should not be discouraged to suggest personal preferred things that might be useful to integrate with / replace the current used module, or even might be used for future projects within the company. This is one of the way that you may “work towards your dream” at work.

### **2. Reflect on what you've created. Does anything surprise you? Have you learned something new about yourself? Are you satisfied with where you are currently at? Etc.**

None of the outcomes of my analysis surprise me. As I have been previously employed in a challenging and competitive working environment; I'm fully aware of the ups and downs of the working environment in my field.

I'm currently way above satisfied with where I'm currently at in terms of professional work. I have personal freedom on the side projects that I can work on, along with supportive environments (mainly content creators) who may shine a light on what I have been working on.

## o Week 3 – assignment 3: Write down your goals

### 1. Write down three personal goals, such as:

- I want to explore new interesting technologies without any worry of time, money or energy.
- I want to empower everyone, especially lower status ones, to be able to use modern digital technology without any walls and / or trouble.
- I want to be able to work on a personal project that is self-sustaining where it can manage to generate enough revenue to cover itself while having an active user base.

### 2. Write down three academic goals, such as:

- I want to finish my school with an acceptable grade ASAP
- As there are too big of a gap between professional work and academia in Computer Science, I want to help bridge the gap and introduce better humble-ness to academia.
- I want to make academic institution to realize that their curriculum are mostly outdated and their traditional teaching method do not keep up with modern standards.

### 3. Write down three career goals, such as:

- I want to be able to work on the stuff that I care without any worry of deliverables.
- I want to be able to pour time and obsess over the smallest kinks over the projects that I am working on.
- I want to be able to integrate my personal stack to work, such that work is an integral part to my branding (i.e, I made this for a company, but I get recognized as the person who mainly lead the said project)

### 4. Write down three life goals, such as:

- I want to automate most of my repetitive tasks using programs / tech that I created.
- I want to immigrate permanently to somewhere in Europe / America and renounce my Indonesian citizenship for it
- I want to meet, hangout and be a close casual friend with influencers that have influenced my life.

## o Week 3 – assignment 4: Think about who you want to interview

### 1. Explain what type of professional you hope to interview.

Mid-level / senior web developer who's active in tech circle expressing their personal belief, optimally people who does content creation on the side,

### 2. What should their expertise be?

Developer with actual skill and experience on working in big (not-necessarily corpo) projects, who have gathered based reasoning on their opinion.

### 3. Where do you hope to find them?

Contacting them via their public profiles through Twitter, Email, LinkedIn, etc.

### 4. What would you like to ask them?

A quick 20 - 30 min chat on how to begin one's career, improving one's skill while also creating content on the side.

### 5. Ask around in your network to see if they know somebody who fits your requirements.

#### Make a shortlist of potential candidates.

- Theo Browne - <https://twitter.com/t3dotgg>
- Resi Respati - <https://twitter.com/resir014>
- ThePrimeagen - <https://twitter.com/ThePrimeagen>
- Jeff Delaney - [https://twitter.com/fireship\\_dev](https://twitter.com/fireship_dev)
- Theo Budiyanto - <https://twitter.com/tibudiyanto>
- Chris Bautista - [https://twitter.com/trashh\\_dev](https://twitter.com/trashh_dev)
- Muhammad "Odi" Mustadi - <https://twitter.com/mathdroid>

- Week 4 – Exploring the work-field
  - Week 4 – assignment 1: Create a LinkedIn profile

The following is my LinkedIn profile: <https://www.linkedin.com/in/angeloanan/>

This screenshot shows a LinkedIn profile page for Christopher Angelo. At the top, there's a navigation bar with 'Discover', 'People' (which is underlined), and 'Learning'. Below the bar is a large profile picture of a young man with short hair, wearing a light blue shirt. To the right of the pic is a banner for 'Steath San Francisco Startup'. Below the pic, his name is listed as 'Christopher Angelo' with the title 'Generalist Fullstack Engineer experimenting with web and low-level systems'. It also shows 'Enschede, Overijssel, Netherlands', '79 followers', and '70 connections'. A 'Join to view profile' button is visible. On the left, under 'About', there's a bio: 'I am a software engineer. As a curious 8th grader, I taught myself how to program. Eventually I created a Discord bot for friends, one of which has over 500k unique users on more than 6,000 servers.' Another bio follows: 'I am a fast learner and like to tinker with new technology. I look forward to making a significant contribution to the open source community as I enjoy giving back and sharing what I have learned.' On the right, under 'Experience', there's a section for 'Co-Founder' at 'Steath San Francisco Startup' from 'Oct 2020 - Dec 2022 - 2 years 3 months' in 'United States'. There are also sections for 'BINUS University' and 'Websites'.

- Week 4 – assignment 2: Search for vacancies online

To force out-of-the-box thinking, please follow these steps:

1. **Select three or more job titles relevant to your CMGT track (Artist, Designer, Engineer) and mention them in your process document.**

Engineer

- Web Engineer
- Backend Developer
- Data Scientist

2. **Use job listing sites to search for vacancies using the job titles you've come up with in part 1 of this assignment as a starting point.**

- Frontend Web Developer
- Fullstack Web Developer
- Developer Relations

**3. Use your newly found job titles to search for more career opportunities. List three companies that offer appealing career opportunities in these fields.**

- Notion
- Vercel
- Cloudflare

**4. Visit the websites of these three companies and check out their career opportunities or vacancy listings.**

- Notion - <https://boards.greenhouse.io/notion/jobs/4750859003>



**Software Engineer, Core Product**

at Notion ([View all jobs](#))

San Francisco, California

**About Us:**

We're on a mission to make it possible for every person, team, and company to be able to tailor their software to solve any problem and take on any challenge. Computers may be our most powerful tools, but most of us can't build or modify the software we use on them every day. At Notion, we want to change this with focus, design, and craft.

- Vercel - <https://vercel.com/careers/full-stack-engineer-analytics-uk-4806784004>

A screenshot of a job listing for a Full Stack Engineer, Analytics at Vercel. The title 'Full Stack Engineer, Analytics' is prominently displayed at the top in large white font. Below the title, it shows 'Engineering' with a location icon, 'Remote (Germany, United Kingdom)' with a location icon, and 'Full Time' with a clock icon. A large 'Apply' button is centered below the title. On the left side, there is a section titled 'About Vercel:' with a paragraph about the company's mission to liberate frontend development. On the right side, there is a section titled 'Perks' with icons for 'Generous Gear Credit', 'Unlimited PTO', and 'Stock Options'.

**About Vercel:**

At Vercel, we believe that liberating the frontend unlocks creativity and open-source is the best way forward.

We are building a next-generation internet where developers can create freely and execute new ideas, guaranteeing a more vibrant, personalized internet. Vercel's platform provides the speed and reliability to create at the moment of inspiration. In other words, our friction-less, real-time

**Perks**

Generous Gear Credit

Unlimited PTO

Stock Options

- Cloudflare - <https://boards.greenhouse.io/cloudflare/jobs/4959070>



Apply Now

## Sr. Technical Program Manager - Developer Platform

at Cloudflare ([View all jobs](#))

Austin or Remote US

### About Us

At Cloudflare, we have our eyes set on an ambitious goal: to help build a better Internet. Today the company runs one of the world's largest networks that powers approximately 25 million Internet properties, for customers ranging from individual bloggers to SMBs to Fortune 500 companies. Cloudflare protects and accelerates any Internet application online without adding hardware, installing software, or changing a line of code. Internet properties powered by Cloudflare all have web traffic routed through its intelligent global network, which gets smarter with every request. As a result, they see significant improvement in performance and a decrease in spam and other attacks. Cloudflare was named to Entrepreneur Magazine's Top Company Cultures list and ranked among the World's Most Innovative Companies by Fast Company.

### 5. Discuss in around 100 words the differences and similarities between these three vacancies.

Software Engineer and Full Stack Engineer are both involved in the development of software applications and systems. The main difference between them is that a Software Engineer focuses on a specific area of development, such as back-end or front-end, whereas a Full Stack Engineer has knowledge and experience with both. Software Engineers are responsible for coding, debugging and maintenance of the software, while Full Stack Engineers are responsible for the entire development process from concept to design, development, testing and deployment.

A Senior Technical Program Manager is similar to a Software Engineer in that they are involved in the development of software, but they are responsible for the overall management of the project, including scheduling, budgeting, resource management, and quality assurance. They are also responsible for coordinating with stakeholders to ensure the project is completed on time and within budget.

### 6. Discuss in around 100 words the reasons why (not) like to have one of these jobs after you graduate.

If I were to not have any passion or want the challenge of programming specifically in web technologies which may include considering the many variety of screen sizes a screen can be along with optimizing the said app to be performant enough to be run on an underpowered mobile processors with a very limited processing power, I should reconsider.

### 7. When interviewing a professional in one of these jobs, which 10 questions would you ask them in order to make a better decision if this career is something you would like?

- How did you start your career?

- How long have you searched for the said job?
- Is there anything that you did to generally prepare for the job?
- Do you think that your academic education have a any effect on getting hired on your first professional job?
- Did you experience something unexpected on your first month working there?
- Looking back, is it very specific to that company or is it a thing that's common in the field of work?
- Do you think that the said thing has a positive, negative or neutral effect on your work?
- Is there a career ladder on the field?
- How do you go up in the said career ladder?
- Other than compensation, is there any other benefit on going up the said ladder?

### o Week 4 – assignment 3: Analyze the information you have obtained

Show your insights at this point.

1. Which new insights have you obtained about companies in the creative industry?
2. Which new insights have you obtained about the job(s) you desire?
3. Which new insights have you obtained about the skills you need in your professional future?
4. Which new insights have you obtained about the work-field and the skills that are needed in a few year from now, when you graduate?

### o Week 4 – assignment 4: Curriculum check

While considering the curriculum of the second year,...

#### 1. What are your next steps to get the job you desire?

**Note: Most of this is not applicable since I'm an exchange student**

Keep producing quality work in side projects.

#### 2. Which modules and projects are interesting? And why?

- **Software Architecture** – Allows for an alternative perspective of tech stack in CMGT tracks
- **Networking** – As a web developer, you're usually locked into playing with high-level protocol (HTTP / REST). This will allow me to experiment with lower level TCP / UDP streams.
- **Advanced Tools** – Provides more interesting tools to tinker with on my personal time.

#### 3. What kind of portfolio items will you need to create to improve your chances of getting an internship in year 3?

More side projects, contributing to known Open Source projects, working on getting more experience in developing in a larger codebase with diverse libraries and culture.

**4. What kind of portfolio items do you think you will need to get the best internship you could think of?**

Personal projects using a well known tech stack and libraries.

- **Week 5 – Synthesize findings**
  - **Week 5 – assignment 1: Relate to the evolving work-field**
    1. **How do you think technical developments will change our lives, our environment and especially affect our future jobs?**
      - AI won't replace programmers, rather they assist developers making the developing process more streamlined.
      - More games become platforms for said games (i.e, Roblox having a marketplace, Minecraft having custom mods and maps, etc.)
      - Cloud gaming is a cool concept that's sadly only viable for developed countries because of how networking and latency works.
      - Game Pass is a double edged sword:
        - Customers pays less for more games that they can play but they won't 100% own the game
        - Indie developers / small publisher can have a more reliable stream of revenue; the chance of having a dead game is lessened. Though, pay cuts / revenue shares sucks.
      - AI image creators won't replace artists.
      - Augmented Reality (AR) will have a future if adoption is not a problem.
    2. **Which 3 questions could you ask during the interview to get a better idea of the evolving work-field?**
      - Have you used AI assistive technology such as ChatGPT, GitHub Copilot and OpenAI CODEX at work?
      - With the rise of WYSIWYG editors and software to instantly convert designs to usable websites, do you think there will be major changes in the way of how websites are being developed?
      - With all of these innovation happening, do you foresee that the job market will have an effect on job requirements?
- **Week 5 – assignment 2: Critically review your work**
  1. **Which additional information have you found that helps you create a better picture of the evolving work-field?**
    - Social media, for example Twitter tech influencers discussing on Twitter Spaces about layoffs, etc.
    - Company's official blog post describing what they're doing, their tech stacks and roadmaps.

## o Week 5 – assignment 3: Concrete and meaningful goals

### **What?**

I want to be an established generalist maker without being limited in environment, nor the things that I create.

### **Why?**

It is my passion to do so.

### **Where?**

Online

### **Which? (... resources or limits are involved?)**

Time, skill, personal motivation, underlying resources consumed

### **When? (... will I accomplish this?)**

Progress is made and always ongoing since several years back

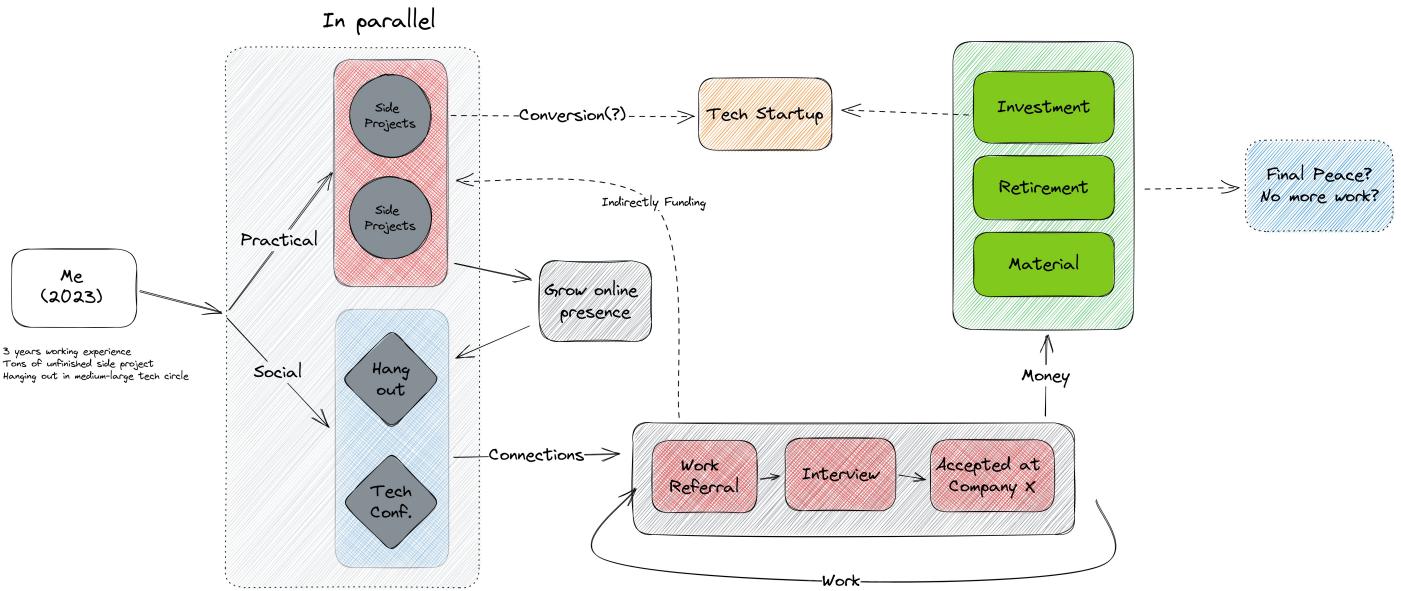
### **How? (... will I accomplish this?)**

Always exploring on new things and keeping up to date to the newest innovation.

### **What are your 5 professional goals that are meaningful and relevant and specific?**

- I want to be a product engineer caring about the product more than any specific ends in an US-based company.
- I want to live by being a digital nomad by traveling around the world while working and enjoying myself..
- I want to build a self-sustaining application where it has subscription models that I could get passive income from it.
- I want to contribute to the greater good by sharing the knowledge that I have learned to people who needs them
- I want to create things in my free time that is a closed loop: both benefiting from and to my professional work.

## o Week 5 – assignment 4: Create a roadmap



- Week 6 – Practice interview techniques and interview preparation

- o Week 6 – assignment 1: Reflect on your interviewing technique

- 1. Consider how you've applied the 6 key aspects of an interviewer's attitude, what went well when you practiced with interviewing your classmates?**

- Opening a section of interviews with an open ended question
    - Having empathy with each other and practicing acceptable body language
    - Reacting and asking questions not based on my list of questions, rather their response.
    - Asking further follow-ups when a question is a one-liner answer.

- 2. Why did these things go well when you practiced your interviews?**

- There is no differing "ego" between interviewer and interviewee; We treat each other with respect.
    - Having confidence in the questions being asked and knowing that the interviewee will give an expected answer

- 3. How will you make sure that you can achieve similar success in future interviews?**

Keep focus on treating interviews as a casual chat with a friend

- 4. Consider how you've applied the 6 key aspects of an interviewer's attitude, what didn't go so well when you practiced with interviewing your classmates?**

- Too long of an answer and recursive follow up questions tends to make me forgot the original notion of the question
    - Not having a common understanding between the asked topic

- 5. What is the reason that these things didn't go so well when you practiced your interviews?**

Intermittent / unpreparedness of interview; We were asked to interview each other all of the sudden without any time to prepare (Class situation).

- 6. How will you make sure that this will go better in the future?**

Focus more on potential leading question which can be connected to original question, research further on the topic to be asked.

o Week 6 – assignment 2: Prepare your interview with an industry professional

**What are five additional questions you want to ask during your interview. What do you want to know? Try to create interesting, open-ended questions:**

- Do you think that you're improving your skills with every assignment you complete?  
Why?
- What is the most important thing one should know when considering on focusing on web development as a job?
- How do you think web development has changed over the last few years and how do you think web development will continue in the future
- How do you keep up with the latest webdev updates?
- How do you cope and not let burnout get to you?

- **Week 7 – Presentation skills**

- **Week 7 – assignment 1: Form a perspective**

**Based on your desk-research, what is your perspective on the CMGT work-field of the near future?**

The CMGT work-field will mostly expand continuously. Creative Media and Game Technology will always be evolving with technology. As new platforms, devices and technologies emerge, the need for creative media and game technologists will also increase. This means that the field will have to adapt quickly to changing trends and needs.

There will be a high demand for creative media technologists who are able to understand the latest trends and create innovative solutions using these technologies. Additionally, game technology will become more important as gaming continues to become more popular and accessible. This means that the CMGT work-field will become more competitive as more people enter the industry.

- **Week 7 – assignment 2: Create and present a draft version of your presentation**

Set a timer for 25 minutes and make a quick and dirty first version of your presentation

Topics to be addressed in your presentation are:

- Your self-assessment: how do you view yourself after having completed all these assignments?
- Your five professional goals
- Your work-field analysis
- The main outcomes of the interview you have conducted with an industry professional
- Your perspective on the CMGT work-field of the near future

Figma file: <https://www.figma.com/file/2yF551xH6DRRpZe3I5Bq4H/Professional-Orientation-Presentation?node-id=0-1&t=PINi73UbyXlhdP3C-0>

1. **What are the most prominent suggestions you've been given after your practice presentation?**

- Keep calm, don't be nervous.
- Reshuffle and rework the content of my presentation

2. **What will you do to deliver a better performance at your final presentation?**

- Rehearse a lot more
- Staying calm and focusing on delivering the speech

- **Week 7 – assignment 3: Improve your presentation using the feedback you've obtained**

- Week 8 – Conduct the interview, prepare for the final presentation and hand in your work

- Week 8 – assignment 1: Conduct the interview

- 1. What went well during the interview with an industry professional? Consider the six key aspects of an interviewer's attitude.**

- Interview has been prepared well
    - I kept calm and asked my question well
    - We both were equal enough such that there's no ego between us
    - Expected time for answer of each question exceeded initial prediction, didn't ask some questions because it's enough

- 2. Why did these things go well when you interviewed an industry professional?**

I prepared and kept my nerves well.

- 3. How will you make sure that you can achieve similar success in future interviews?**

Keep calm, be prepared and just get distracted to the flow of the interview

- 4. What didn't go so well during the interview with an industry professional? Consider the six key aspects of an interviewer's attitude.**

Scope of the questions can be more specific

- 5. What is the reason that these things didn't go so well when you interviewed an industry professional?**

Things went over my head, I didn't realize it was too generic of a question

- 6. How will you make sure that this will go better in the future?**

Simulate the interview from a POV of the target audience

- Week 8 – assignment 2: Make the transcript

Transcription is attached in the last part of the report.

- Week 8 – assignment 3: Analyze the gathered information to improve your goals and perspective

- 1. Which new insights about the work-field have you obtained from the interview?**

- Programming is a creative work
    - Have a strong portfolio along with experience doing side projects to get hired
    - Set a deadline for side projects when building portfolio to get hired
    - While there are career ladder to climb, not everyone always wants to climb it; some might just be content with what they have
    - The higher you go up in your career ladder, you might have to do less programming
    - Luck may help heavily with career

2. **How has the interview helped you change your professional goals or create additional goals?**

The interview widened my knowledge about someone else's view on a professional career.

3. **To what degree has the interview changed your perspective on the work-field?**

Impactful enough that my future could change

- o Week 8 – assignment 4: Finalize the presentation
- o Week 8 – assignment 5: Practice the presentation
- o Week 8 – assignment 6: Hand in

**Angelo**

Thank you Resi for accepting my Interview,

**Resi**

Thank you for having me, it's an honor

**Angelo**

How are you?

**Resi**

I'm doing alright. I've been having a busy week at work. How are you?

**Angelo**

I'm doing alright! School has been taxing but I'm just making progress.

Let's jump in to our first question in the interview:

Let's step back for a while. I know that you have about 4 to 5 years of work experience.

**Resi**

Yeah, around that amount that time

**Angelo**

I want you to take a step back and ask, how did you start your career? How do you know that you want to be a professional web / frontend engineer.

**Resi**

It started at around the end of high school, where one of our final projects in a highschool (SMA) is to do something called "Karya Tulis"; It's like a mini thesis. I wrote a mini thesis about Web Development since I used to be on the computer a lot, surfing the web on many websites. I've always been interested in looking at a website and also seeing how each of the website works, interacts with the user, the placements of buttons and all that; how they all fall into place. That's the reason why I wrote that mini-thesis and how I got my start into loving the world of frontend development that still continues all the way to University and all.

I took Information Systems on University, while we do get a little bit of programming and web development, that love still continues until the first day at work

**Angelo**

Cool. I've taken a look at your LinkedIn and it says that your first job is a Tech Support. Why especially that?

**Resi**

It is weird because there was a friend of mine that approached me and asked "hey, do you want to get a summer job?".[I replied] "yeah, what kind of company?". "I've worked for this company with this customer support" and all that stuff. It's a pretty decent experience as well because I understood the idea of how Customer Support works which is pretty important in my current workplace. We do this thing where the Engineer normally rotates to assist the support team on answering customers questions. That summer job ended up being useful.

**Angelo**

Other than as a Customer Support engineer, how did you land your first job that's related to web development?

**Resi**

I forgot to mention. I forgot that there's a person that I met online. We shared our love for web development and they taught me the things that I know to these day. That inspired me to make stuff and put it out on the Internet, particularly GitHub, Twitter and others. It got the attention of someone who worked at my first job; He looked into the stuff that I've put out and is interested in hiring me. I said that I'm still at my last year of University, "maybe we can wait until then". That's how I got my first job.

**Angelo**

Is that friend an university friend or someone you found online?

**Resi**

He's an online friend. He's older than me and is higher than me [in terms of skill]; he's already on an almost-C-level or a manager

**Angelo**

Cool. skipping past from your first job as a Technical Support Engineer, I'm just gonna assume that you get approached to your first job?

**Resi**

Yeah

**Angelo**

I see, that's cool. Is there anything general that you do to prepare for the interview?

**Resi**

I honestly didn't do that much. I did my due diligence like looking up on what the company is and what they do that gave me a rough estimate on how they do their work. I'm not really the person to prepare a lot and *try hard* for an interview; I just did my quick research on what a company does and offers, and that's enough to give me what the work is about and translates well to the interview process.

**Angelo**

I'm guessing that once you've graduated from the interview that you've landed the job instantly?

**Resi**

Yes

**Angelo**

I see, that's really cool. Looking back, did you experience anything unexpected in your first couple of months working there, because university life and professional working life could be different.

**Resi**

That's the thing. I was still in my Junior position. Not a lot of stuff that I do affects the core product mostly; I mostly handle the operational side of the website: If someone wants to update a page on the website, I do that. That's normally the stuff that I do.

**Angelo**

That's cool

**Resi**

So it's kinda different from what I expect but again, still a Junior role, that's what you'll expect.

**Angelo**

Let's go to the present time. What's your usual tech stack? What's your daily tools / technologies that you're using right now?

**Resi**

I'm a Windows main. For my daily development work, I use Visual Studio Code and Windows Terminal. Two of them are inseparable from each other. I also use Windows' Powershell instead of the standard command prompt in Windows; Powershell just does a lot more things.

For my current work, for project tracking we use something called Linear. It's basically Jira but a lot more modern. Its way more simple, its modeled around how developers works. For general tech stack at Typedream, even for my personal work, we use React, Javascript, Typescript, all the usual modern frontend-y tech, a lot of javascript and react ecosystem.

**Angelo**

Looking back from your first job, I understand that you do basic Wordpress management and editing? How long does it take for you to adjust from doing everything through a CMS to developing your own website from scratch?

**Resi**

A lot of that I do mostly in parallel. I have experience on tinkering stuff by myself so I got the idea on what to do when you want to make something from scratch. I've been honing my skills and publishing stuff online. I already kinda got the picture on how to make something from scratch.

**Angelo**

I see, do you think that moving on from Wordpress into basically building your website from scratch is good for you or your professional career?

**Resi**

Definitely yes. You earn a lot more expertise in a lot more fields. Basic HTML / CSS / JS development, using JS framework, styling from the ground up, framework, all the stuff from the web development framework, all the stuff, performance logging, etc.

**Angelo**

I see, that's cool. Let's go through on what you do on a day to day basis. In a workplace do you do agile or scrum?

**Resi**

We do something like scrum. We do it through Linear. Linear has its own methodology where it's similar to Agile / Scrum. It's called the "Linear Method". I think a lot of stuff that we do in Typedream also align with Linear Method. It's called cycles instead of sprints, it takes longer than sprints (usually 6 weeks). It's more lenient and easy to adjust as time goes

**Angelo**

What kind of assignments do you get on a normal day? For example, it's a monday, you just came in to your office and you boot up your PC. What do you do?

**Resi**

On Mondays I do the support rotation. I helped the support team answer any technical question that users might have. That goes on a daily cycle where the person who does that differs daily.

Only on Tuesday - Friday mornings we do our Standups; Not on Monday as the rest of the team is in America because it'll be a Sunday at their time. After the standup I started to do my work. Since I'm assigned to the incubation team within Typedream, I work on MVPs of upcoming products that we want to put up. For example, Typedream have a "link in bio" thingy called Dumplink which is coming soon. Mostly I work on that, so all new features, components, design stuff I implement and build the MVP.

**Angelo**

I see, I'm assuming that you report all of these deliverables after the end of the sprint?

**Resi**

Yeah

**Angelo**

I see. In your current workplace, is there some sort of career ladder that you can climb? For example at Google there's L1 - L8 where the higher you get the more senior you get? Is there something similar to that in Typedream?

**Resi**

Since we're a startup with not too many people, there's no visible career ladder. In my previous workplace, there was. I think I'm on a principal level according to them.

**Angelo**

Let's focus on your previous company then. You've mention that there are multiple levels, how do you "go up" to the next step in the career ladder.

**Resi**

Mainly for me since I got the promotion in the past, mainly just meeting the KPI and showing a lot of work enthusiasm and in general being a positive influence to the company and the people within. That's how I get promoted from a junior role to a senior role.

**Angelo**

What's the difference between a Junior, Mid-level and a Senior role?

**Resi**

For the Junior role, you mainly get assignments and work only. The higher on the ladder you're, you shift more into managerial / individual contributor roles.

**Angelo**

Could you say that the more senior you get, the less code that you write on a day to day basis?

**Resi**

Pretty much yeah, except if you're going through the individual contributor path, you'll still be writing code. If you're on the regular path, you'll still be handling management and be the middleman between your team and the C-levels

**Angelo**

I see that's cool. I guess, after you go higher and higher in the career ladder, your compensation would be higher. Other than that, is there any other benefit of going up the ladder?

**Resi**

It comes to the point where you get more leverage on the stuff you manage and the stuff that you want to work on. That's what I can see from working as a Senior Engineer, I can have more control on the stuff that I want to work.

**Angelo**

Do you personally want to go up the career ladder? Some people might be just fine sitting in a mid level.

**Resi**

I think for me I'm content with what I have right now. I don't have as much ambition as what I've used. Times' are though and you need to make do with what you have. So if I can be content with what I have and it still feeds me then I'll do it. Sure I might have drive in the future but at the moment, I'm content with what I have now.

**Angelo**

I see. With that, that should be the end of our interview. One closing question: If you have any tips for students who just graduated out of university and are struggling to find a job, is there anything that you'd say to them?

**Resi**

For me, just do it, create a lot of stuff, have a portfolio so that people can see who you are and what you're capable of. I think there's a whole quote from Ira Glass who is an American radio / podcast personality, the main producer of "This American Life"; He mentioned something about the gap that people have when they initially have when starting creative work. Let's face it: Programming is a creative work despite what many have believed. There's this gap that initially people start with, the only thing that you can do to close that gap is to do a lot of work and put yourself on a deadline so that you can have a track record and a portfolio so you can show people what you capable of, as well as closing the skill gap that you have. It'll take a while but you'll close that gap

**Angelo**

I see, that's cool. Thank you very much and for accepting my interview

**Resi**

No problem, thank you for having me

**Angelo**

See you later!

**Resi**

Bye