Software Engineering Method : Resume

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Tradisional

- Waterfall
- Incremental
- Evolutionary : Prototyping, Spiral method

RUP → IBM
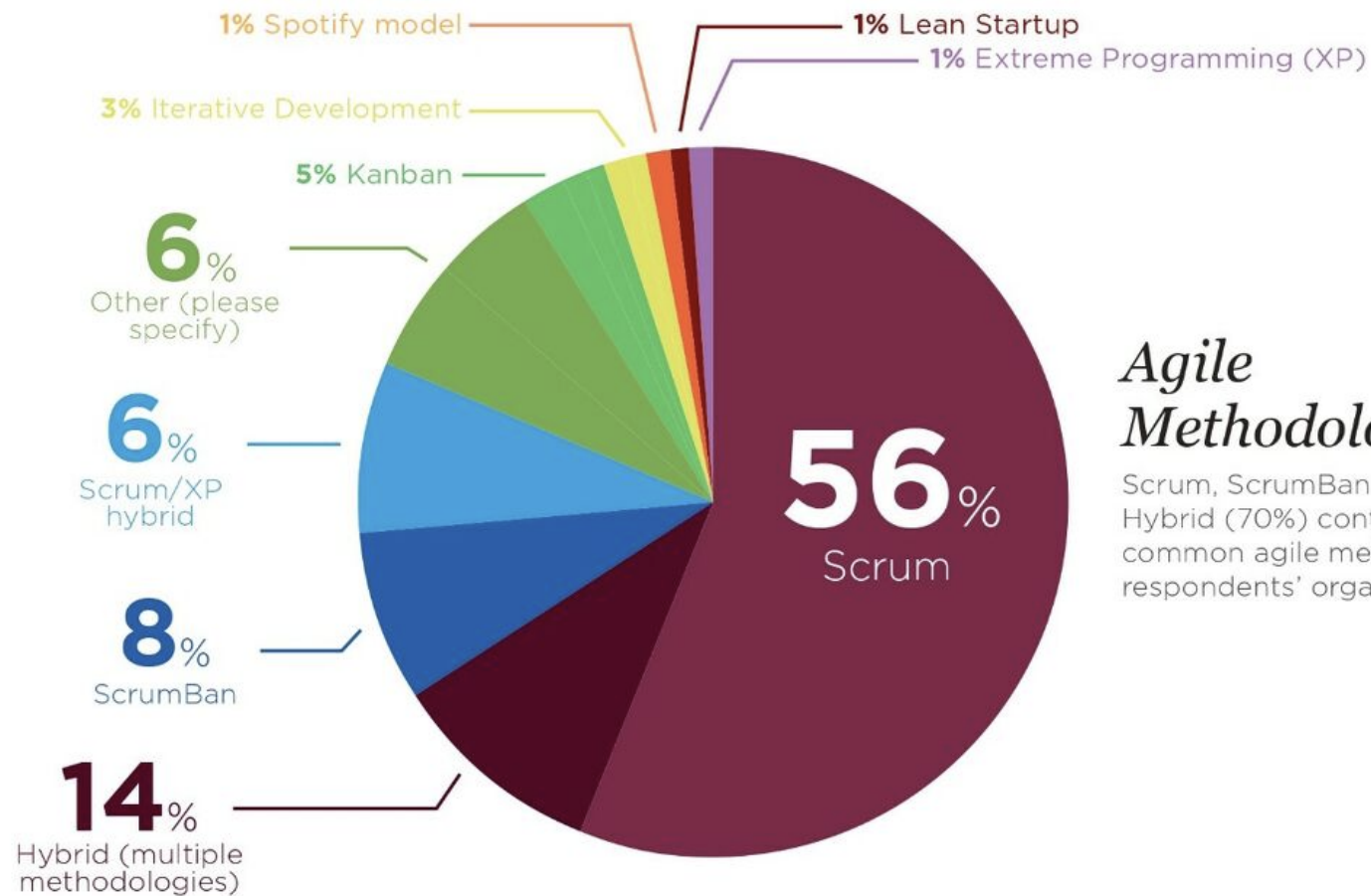
Continuous Integration → diadaptasi oleh XP

Agile Methodology

- Scrum,
- Extreme Programming,
- Crystal Method,
- Continuous Integration,
- FDD (Feature Driven Development)
- Adaptive Software Development
- Rapid Application Development
- Dst.

Agile Methodology

- Awal : XP (pair programming, test-driven development, user stories)
- 2004 : Scrum mulai banyak dikembangkan dan digunakan
- Agile : Efektif digunakan pada project PL Big Data dan Cloud Computing [Ref]
- Agile : efektif untuk yang team projectnya sudah berpengalaman/expert

AGILE METHODS AND PRACTICES

1% Spotify model

1% Lean Startup

1% Extreme Programming (XP)

3% Iterative Development

5% Kanban

6% Other (please specify)

6% Scrum/XP hybrid

8% ScrumBan

14% Hybrid (multiple methodologies)

56% Scrum

Agile Methodologies Used

Scrum, ScrumBan and Scrum/XP Hybrid (70%) continue to be the most common agile methodologies used by respondents' organizations.

SCRUM MASTER

Employment Type : Temporary

Job Description:

Scrum Master is a servant-leader for the Scrum Team. The Scrum Master helps those outside the Scrum Team understand which of their interactions with the Scrum Team are helpful and which aren't. The Scrum Master helps everyone change these interactions to maximize the value created by the Scrum Team.

- Manage each project's scope and timeline
- Coordinate sprints, retrospective meetings and daily stand-ups
- Coach team members in Agile frameworks
- Facilitate internal communication and effective collaboration
- Be the point of contact for external communications (e.g. from customers or stakeholders)
- Work with product owners to handle backlogs and new requests
- Resolve conflicts and remove obstacles that occur
- Help teams implement changes effectively
- Ensure deliverables are up to quality standards at the end of each sprint
- Guide development teams to higher scrum maturity
- Help build a productive environment where team members 'own' the product and enjoy working on it

Requirements :

Only selected candidates will be contacted.

Pengalaman Kerja	:	Minimal 2 tahun
Digital Technical Skill	:	Minimum of 2 years experience as scrum master.
		Strong passion in technology & software development.
		Expert level facilitation and communication skills: ability to facilitate teams through tough conversations and maintain a positive and supportive team environment.
		Ability to respond quickly, flexibly and positively to change, using it as an opportunity to learn, develop, practice and support the organization.
		Capable of defining problems, collecting data, establishing fact, drawing conclusions and recommending solutions.
		Thorough understanding of the software development lifecycle.
		Experience as QA or software developer.
		Must be self-motivated as well as creative and efficient in proposing solutions to complex, time-critical problems.
		Great knowledge and mindset about agile methodologies, especially Scrum & Kanban
		Could be a facilitator of Scrum
		Have an experience managing product/software development
		Knowledge about JIRA, Confluence and Trello is a plus
		Have a CSM / PSM is a big plus
Tools	:	**SDLC Tools :** Katalon, Selenium, dll **Programming Language :** PHP, CSS, HTML, JS Framework, dll

https://rekrutmen.telkom.co.id/index.php?r=site/searchjob

Mana paling baik ?

- Masing-masing metodologi memiliki kelebihannya dan hal-hal yang menjadi konsekuensinya juga.

- Tidak ada satu methodology yang paling optimal untuk semua type proyek perangkat lunak, masing-masing proyek memiliki karakteristiknya masing-masing dan harus diselesaikan.

- Pemilihan metodologi dalam menyelesaikan proyek perangkat lunak dapat disesuaikan dengan variable dan situasinya.

Post-Test

- Slide/Video minggu lalu
- Presentasi mahasiswa
- Slide ini
- Referensi Paper