

A photograph of a group of people working in an office environment. In the foreground, a person is seen from behind, wearing large black headphones and a dark t-shirt, focused on a laptop screen. Behind them, several other people are seated at their desks, also working on laptops. The office has a modern feel with wooden desks and chairs. The lighting is warm and natural, coming from windows on the left.

Less or more random
thoughts for developer
products managers



Yo!
I'm Conrad

Dev advocate by day. Hacker by night.
Let's talk samoyeds and sushi!

**1. Not everything that is measurable
should be measured...**



2. ... however without sense of quantity of where you were versus where you are, you have no idea whether you made any progress or nope.



We all grow

3. Your sole responsibility as a (developer) product manager is to turn concepts into practice.



4. “Share knowledge, not features”



 @beardaway

5. “There is no point trying to fix something, the organisation doesn’t want to fix” - Maria Ogneva

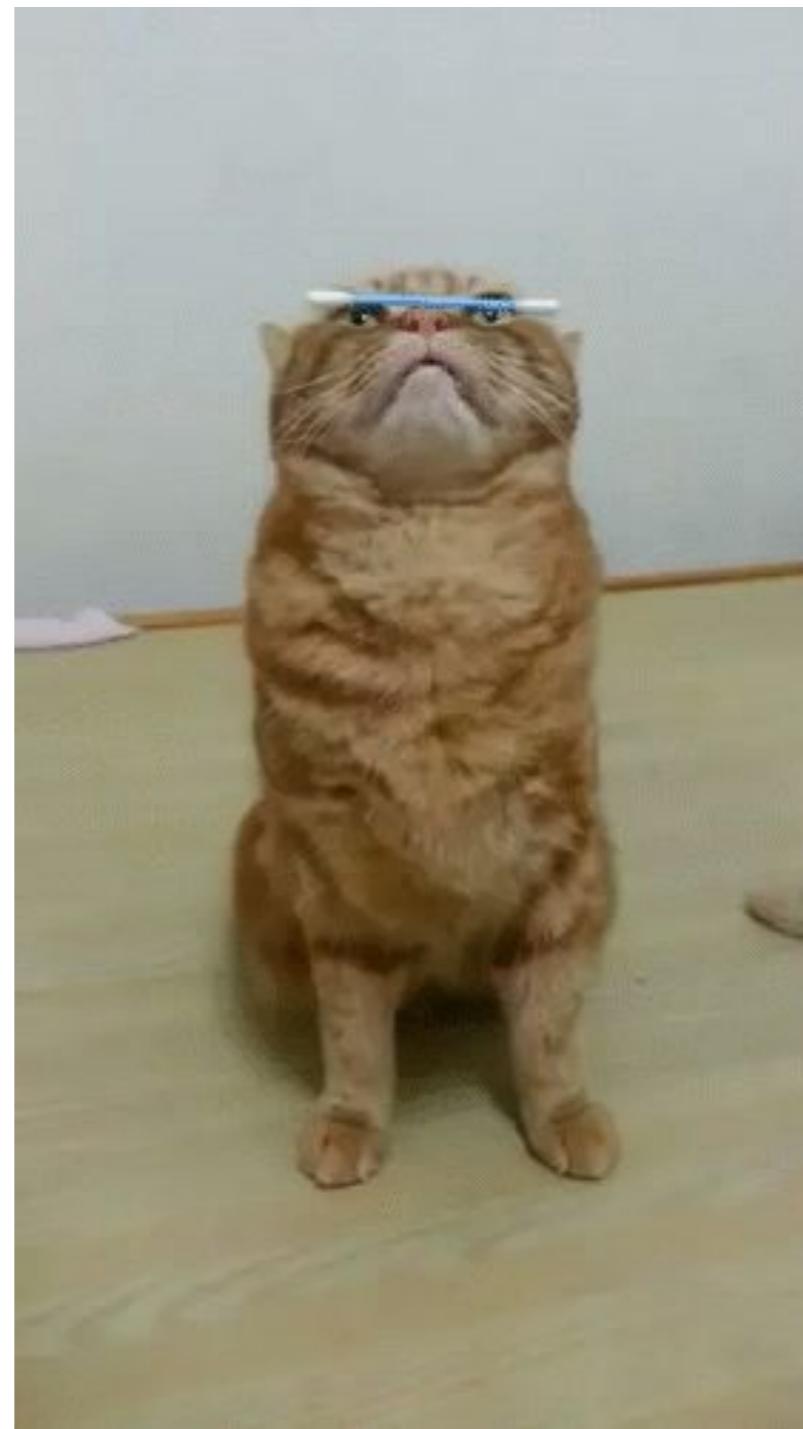


THE SINK
DOESN'T
FIX ITSELF

**6. Developers don't have much time
and their primary need is to hack your
product to adjust it to their usecase**



7. There should be a right balance between KPIs and listening & interacting with developer community



8. “Upgrade your users not your product”



9. Try making users better at what they want to achieve instead of thinking what you want them to achieve



10. Don't be a puppet in upper management's hands



11. But apart from all of those stay as human as possible!



A medium shot of a man with dark hair, wearing a dark suit jacket, a light-colored striped shirt, and a dark tie with a subtle pattern. He is looking slightly to his left. The background is blurred, showing autumn foliage with orange and yellow leaves.

T. HANKS