

A group of developers working in a modern office setting. Several people are seated at a long wooden table, each with a laptop. One person in the foreground is wearing large headphones and looking at their screen. Another person in the background is also wearing headphones and looking down. The environment is casual, with a water bottle and some snacks on the table. The text "Less or more random thoughts for developer products managers" is overlaid in the center.

**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.



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



4. “Share knowledge, not features”



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



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



