

PROJECT MANAGEMENT

Project Manager

Client-facing team member

Manage clients and team expectations

Make estimations, budget and schedules

Makes sure there's effective communication

Ship a finished product.



Set the connection between the project and your team long-term goals

Know your team strengths and limitations

Estimate development time/cost

Get the big picture about your client's project

"For [TARGET CUSTOMER TYPE] who want to [NEED / DESIRE], [PROJECT OR FEATURE] is a [THING] that [UNIQUE BENEFIT]."

Less Choose a metholody

Waterfall Model

Prototype

Agile Software Development

Extreme Programming

Feature Driven

Lean Development

Human Marie 1990 Marie (for real)

Say

Hthanks

and RECOGNIZE the effort

Be

Horoud

of your team

research

how to estimulate your team let them have fun

let them Create awesome nonsense things.

Be a leader







Asynchronous Synchronous Communication





Dependant of instant solutions / answers / tasks



Send more information than you normally do





Send enough information to cover up all the follow-up questions.



Add a deadline and priority



Add links, images and as much

resources and material as possible.



Explain what you need (extremely clear).



Luis E. Jiménez ★ 00:12 hola Ulises

Visible solo por ti



slackbot 00:12

ulises ha pospuesto las notificaciones. ¿Le envías una de todos modos? Enviar notificación



we're on the age of delayed responses

Communication Platforms











Collaboration tools















"The only real training for leadership is leadership" - Antony Jay

Luis E. Jiménez Robles

Ing. en Computación GitHub Campus Expert Project Manager

@UABC Tijuana

@TIJ / CDMX

@GPOMCT

✓ luisejimenezrobles@gmail.com

