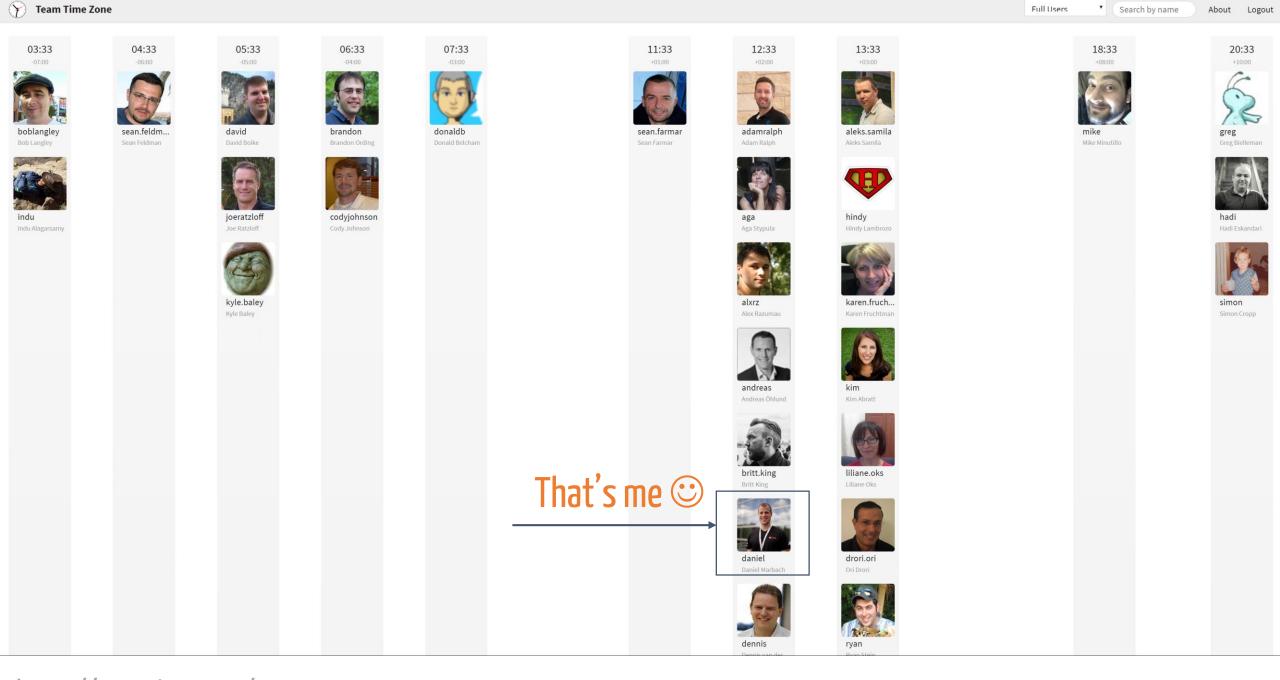


Welcome

1 Company / 45 employees

in 16 time zones



Wherever you want

Whenever you want

vacation How much you like

HOWEYEL You prefer

Whatever you want

sounds like

Almost ;

Experience says

Most of the wrong decisions were made by a single individual

Experience says

Authority and strict rules generate submission and adaption

Experience says

Matrices bring people to cheat the system

this is

pure Chaos

fail small, learn

Organizational Roles Strategies A place to collaborate

how do I know I fit the

culture?

Values

Motivated = Mature \$\frac{3}{2}

Motivated = Mature \$\frac{3}{2}

"Treat colleagues with respect. Make eye contact. Give honest feedback."

Starr-Hollow Coast Guard Alaska

Mentoring / Coaching

1:1

Fostering Peer Feedback

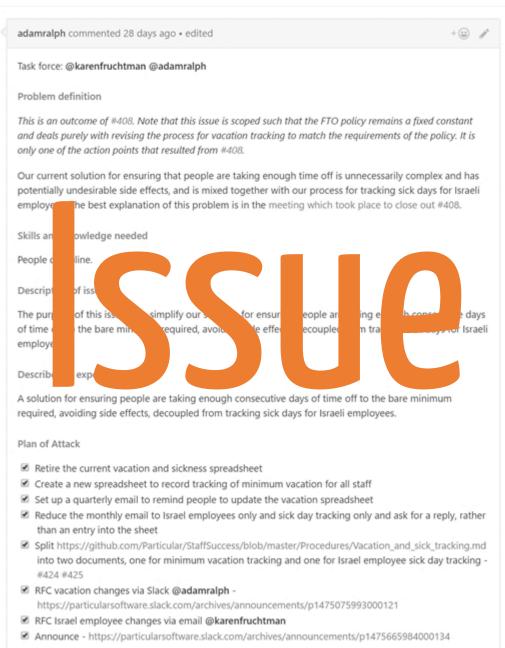
Collaborate

A change is just a Pull Request away

Define a new process for vacation tracking #422

Closed adamralph opened this issue 28 days ago · 17 comments



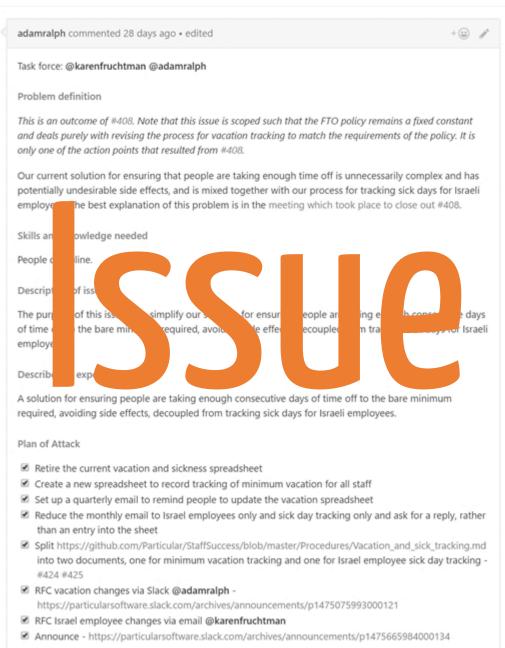




Define a new process for vacation tracking #422

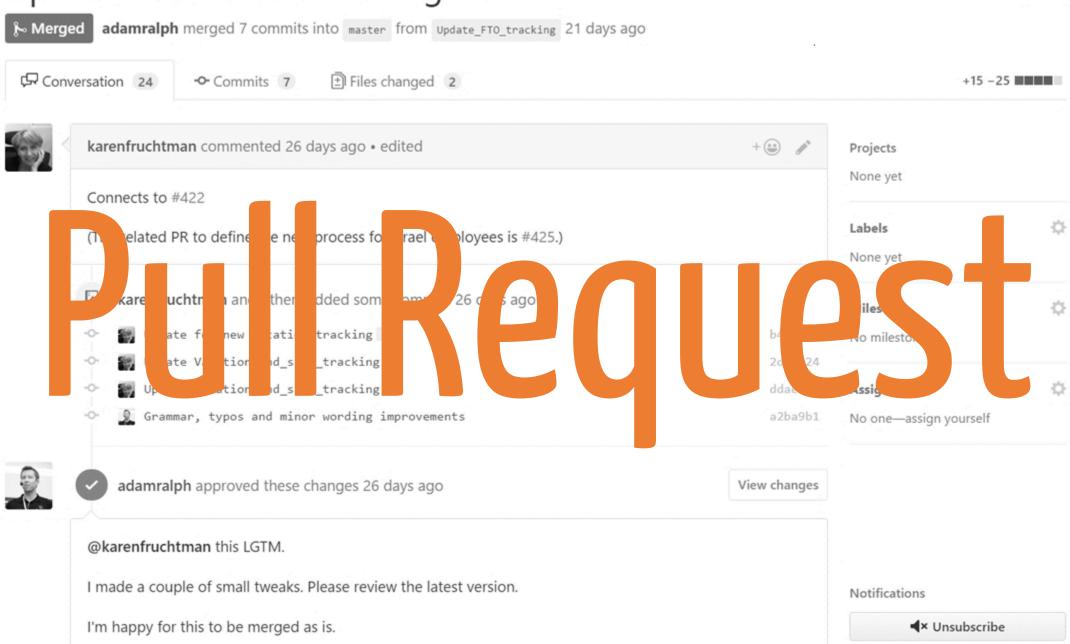
Closed adamralph opened this issue 28 days ago · 17 comments







Edit



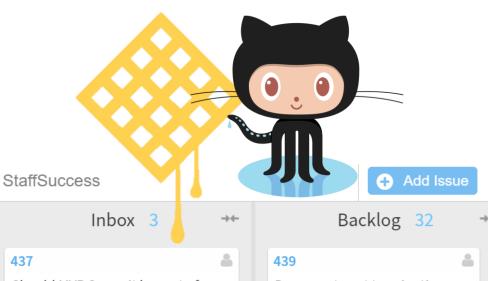
Request for Comments



Adam Ralph 17:19

@channel [RFC] a PR has been raised for "Define a new process for vacation tracking" https://github.com/Particular/StaffSuccess/pull/424. The RFC will end Monday 3rd Oct. Comments in the PR please or in #staff-success (edited)



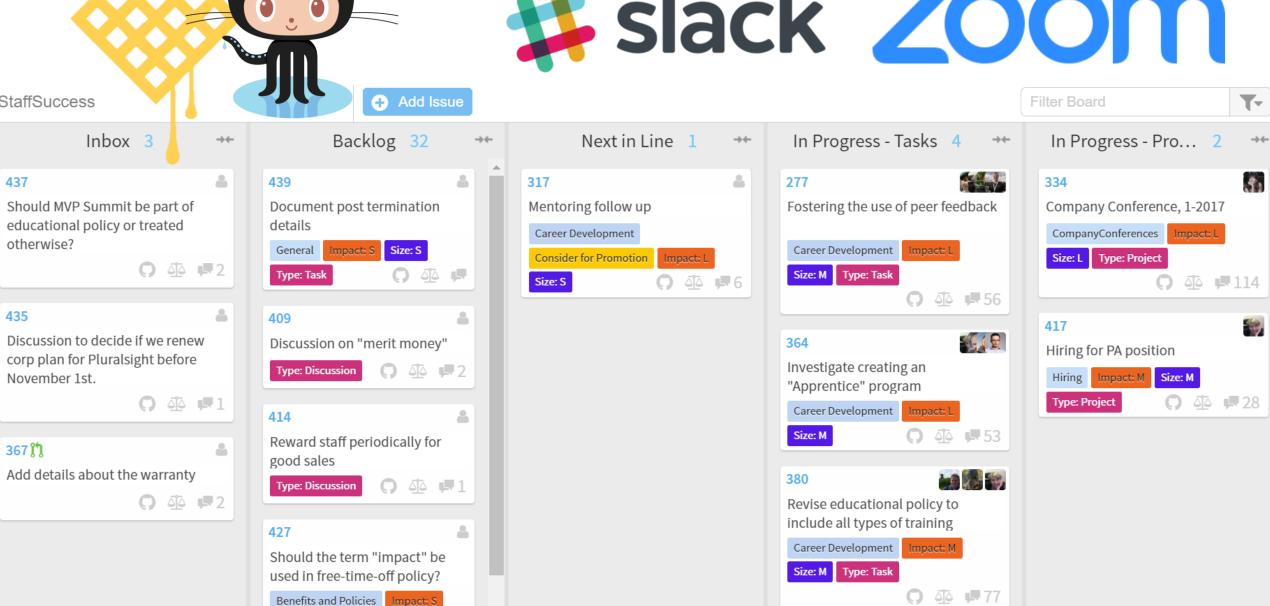


Type: Discussion



393 🐧

60



so I can work on

Anything?

Really?

Almost ;

Strategies

Customer Success

Developer Education Platform Dev

Staff Success

Customer Success

Developer Education Platform Dev

Staff Success

Initiative vs Project

ROIES



Guild

http://www.iowabeer.org/



Mentor

https://www.linkedin.com/in/willie-levy-7690b51



Mentor

https://www.linkedin.com/in/willie-levy-7690b51

there are more

Decisions

as a group

now, later or.. never

important or urgent

consensus in a

Tash Force

Metrics

so everything is

transparent?

even Finance

but nothing that would harm your personal rights

so everything is

Almost ;

Challenges

You have to engage

There is no ladder to climb

Communication is fundamental fundamental formation is formation in the communication of the communication is formation is formation in the communication is formation is formation in the communication is formation in the communication is formation in the communication in the communication in the communication is formation in the communication in the communication in the communication in the communication is formation in the communication in the communication

Change never ends

but

llove

challenges!



Thanks

@danielmarbach
particular.net/blog
planetgeek.ch

Slides, Links...

github.com/danielmarbach/RemoteWorking

Platform

Support

Resources

Community

Company

GET STARTED

Decisions without managers

Written by Karen Fruchtman on August 24, 2017 • 4 Comments

Decision making is tricky business. Decisions often move up and down the chain of command without the input of those best equipped to make those

particular.net/bloga/situation where the input of those most knowledgeable is not considered.

At Particular Software, we've struggled with these types of issues as our OCCSONS—Workally his grown—and that self up to be the Kigr organizational structure.

We've eliminated our old departments and switched to working in small

groups, bringing together those with the right skills, knowledge and context to get the work done. We've even gone a step further and eliminated our management positions.



Overnight, the former directors were stripped of their titles, but not one of them stormed out in protest. Instead, they chose to trust that their depth and breadth of knowledge would continue to guide staff and positively impact the

Community

Events

Blog

Discussion group

Community champions





peopletechconnect.slack.com

Sign in to peopletechconnect

Enter your email address and password.

you@example.com

password

Sign in

Remember me

Forgot password?

docs.particular.net/

Introduction to NServiceBus

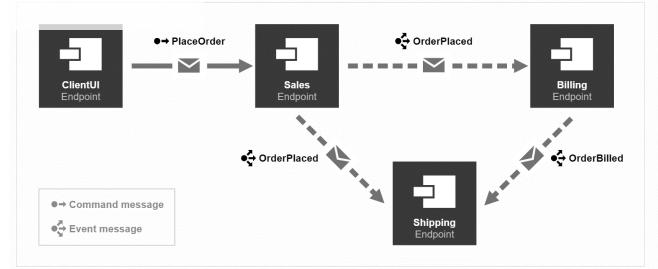
The best way to get started with NServiceBus is to use it to build something realistic. In doing so you'll learn the architectural concepts behind the software, and start to learn its capabilities. In this tutorial, you'll be building a back end for a retail e-commerce system. You'll learn how to send asynchronous messages between processes, how to use the Publish/Subscribe pattern to decouple business processes, and the advantages of using reliable messaging to enable automatic retries after processing failures.

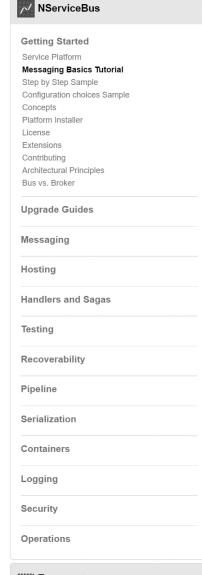
The tutorial is divided into five lessons, each of which can be accomplished in a half hour or less — perfect for your lunch break.

- Lesson 1: Getting started (10-15 minutes) learn how to set up your development environment and create your very first messaging endpoint.
- · Lesson 2: Sending a command (15-20 minutes) learn how to define messages and message handlers, and send your first message
- Lesson 3: Multiple endpoints (15-20 minutes) learn how to create multiple endpoints and send messages
- Lesson 4: Publishing events (25-30 minutes) learn about the Publish/Subscribe pattern, how to publish events to multiple subscribers, and about the benefits of using this pattern to decouple business processes.

tutorials/intro-to-nservicebus xceptions in your code, allowing you to build systems that are resistant to failure.

ted all the exercises, your solution will look like this:













Thanks

@danielmarbach
particular.net/blog
planetgeek.ch