

How a 91-year-old vibe coded a complex event management system using Claude and Replit | John Blackman

<https://www.lennysnewsletter.com/p/how-a-91-year-old-vibe-coded-a-complex>



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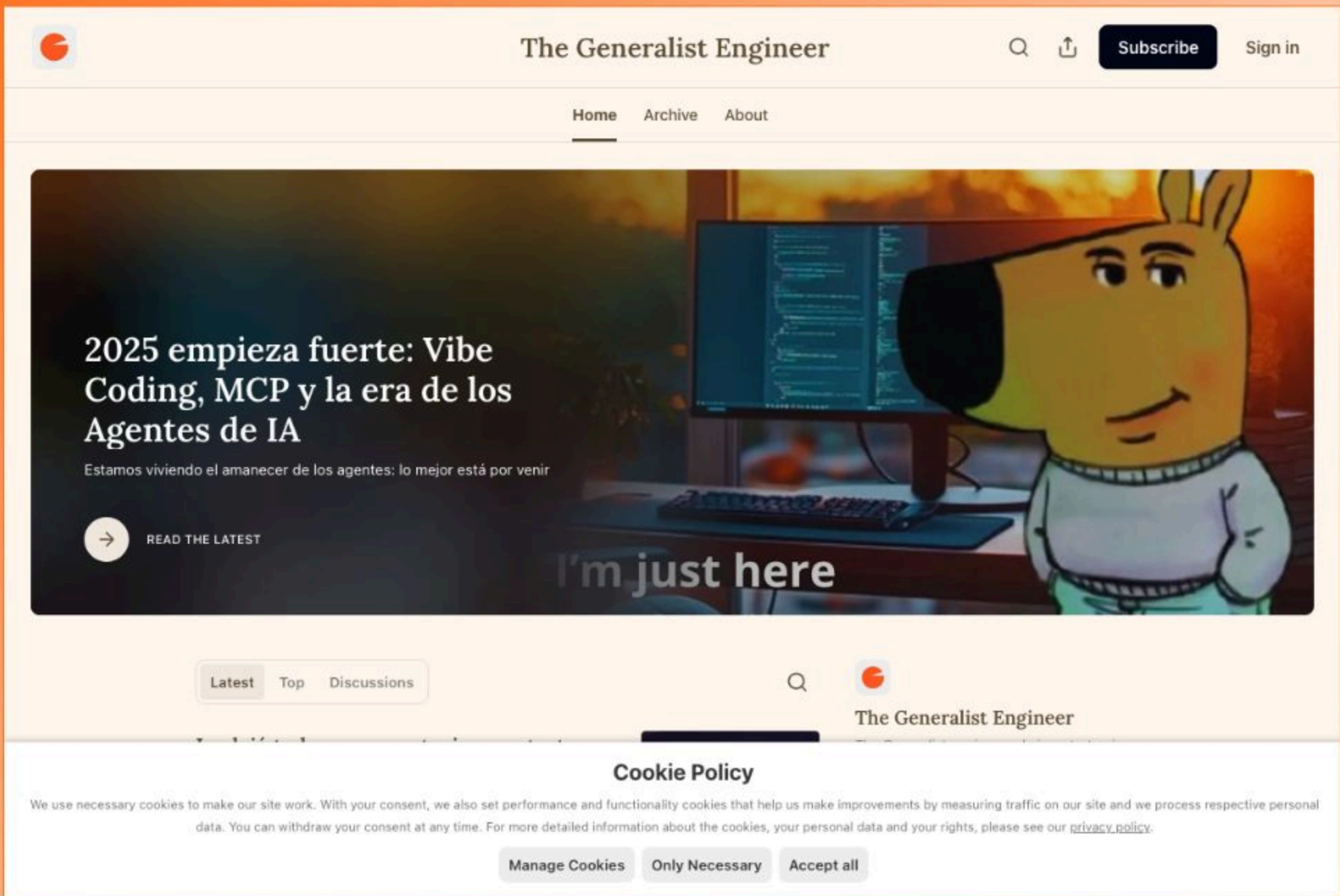
State of Devs 2025

<https://2025.stateofdevs.com/en-US>


"These questions feel really personal"; "This is going to be too controversial"; "You should stick to programming surveys".

The Generalist Engineer | Daniel Garcia | Substack

<https://generalistengineer.substack.com>



"The Generalist engineer role in a startup is rare and complex; this is your guide. Click to read The Generalist Engineer, a Substack publication with hundreds of subscribers."

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The Limits of Automation

<https://www.lesswrong.com/posts/wfZW39du3tST2gnWs/the-limits-of-automation>

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Automation Machine Learning (ML) Optimization AI Frontpage 5 ***

The Limits of Automation

by milkandcigarettes 23rd Jun 2022 Linkpost from milkandcigarettes.com

Too much time is wasted because of the assumption that methods already in existence will solve problems for which they were not designed; too many hypotheses and systems of thought in philosophy and elsewhere are based on the bizarre view that we, at this point in history, are in possession of the basic forms of understanding needed to comprehend absolutely anything. — *Thomas Nagel, The View from Nowhere.*


One way to think about the challenges we're facing in our day-to-day and professional lives is to classify them based on our knowledge of our knowledge.

Put another, less mind-bending way: do we know how to solve it? And if so, do we know how we're doing it? Can we explain everything in such exact detail so that even a machine can imitate our process, or are there blanks that have to be filled in by experience? This neatly categorizes any problem to one of four kinds.

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"The classic LessWrong frontpage algorithm that combines karma with time discounting, plus any tag-based weighting if applied."

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Learn like a lurker: Gen Z's digital-first lifestyle and the future of knowledge - Stack Overflow

<https://stackoverflow.blog/2025/06/18/learn-like-a-lurker-gen-z-s-digital-first-lifestyle-and-the-future-of-knowledge>



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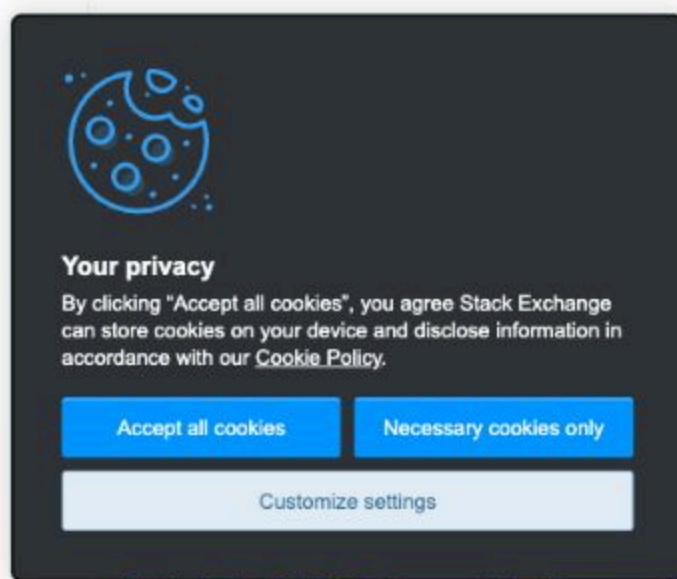
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JUNE 18, 2025

Learn like a lurker: Gen Z's digital-first lifestyle and the future of knowledge

As a generation characterized as "digital natives," the way Gen Z interacts with and consumes knowledge is rooted in their desire for instant gratification and personalization. How will this affect the future of knowledge management and the technologies of tomorrow?



"Every generation receives some level of get-off-my-lawn-ism—the unavoidable battering of older generations upon the young about work ethic, lifestyle, and morality. As Gen Z myself, I've become well-adjusted to it. And not to be a generation traitor, I do think I'm a bit brain rotted. The prevalence of fingerwagging at Gen Z doesn't surprise me anymore, so when I started at Stack, I wasn't surprised by the 415th episode of the Stack Overflow Podcast, entitled "Gen Z doesn't understand file structures." The title makes the episode sound more critical than it is—the conversation is a fun ride through getting ratio'd by KPop Twitter and how age-old institutions like higher education are having to adjust to the way Gen Z thinks. But it highlights a reality: that Zoomers navigate the technical world very differently than generations past."

cubic – Cursor for code review

<https://mrge-home.framer.website/blog/learnings-from-building-ai-agents>

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Jun 19, 2025

Learnings from building AI agents

How we made our AI code reviewer stop being so noisy



Paul Sangle-Ferriere

I'm Paul, cofounder of **cubic**—an "AI-native GitHub."

One of our core features is an AI code review agent that performs the first review on a PR, catching bugs, anti-patterns, duplicated code, and similar issues.

When we first released it back in April, the main feedback we got was that it was **too noisy**.

Even small PRs often ended up flooded with low-value comments, nitpicks, or outright false positives. Rather than helping reviewers, it added clutter and obscured genuinely valuable feedback.

"Code review for the AI era. cubic helps modern software teams ship higher-quality code at record speed."



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Learnings from two years of using AI tools for software engineering

<https://newsletter.pragmaticengineer.com/p/two-years-of-using-ai>



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Learnings from two years of using AI tools for software engineering


How to think about today's AI tools, approaches that work well, and concerns about using them for development. Guest post by Birgitta Böckeler, Distinguished Engineer at Thoughtworks



GERGELY OROSZ AND BIRGITTA BOECKELER

JUN 24, 2025 • PAID

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It feels like GenAI is changing software engineering fast: first, it was smarter autocomplete, and now there's ever more agentic tools that many engineers utilize. But what are some practical approaches for using these tools?

To find out more, I turned to [Birgitta Böckeler](#), Distinguished Engineer at Thoughtworks, who has been tackling this question full time for the past two years. She still writes production code at Thoughtworks, but her main focus is developing

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"How to think about today's AI tools, approaches that work well, and concerns about using them for development. Guest post by Birgitta Böckeler, Distinguished Engineer at Thoughtworks"

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7/8

Que el LLM no te tape el bosque #2 - ese gran malentendido llamado user stories

<https://www.linkedin.com/pulse/que-el-llm-te-tape-bosque-2-ese-gran-malentendido-llamado-cyment-nbizf>



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Alan Cyment
Training, consultoría y facilitación para directivos y equipos que necesitan más fluidez organizacional

June 23, 2025

Nunca conocí personalmente a **Kent Beck**. Lo que voy a contar está basado en algo que le escuché **Alistair Cockburn**, quien supuestamente lo charló con el

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Walter Ariel Risi · 2nd
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Me tenté y busqué el libro más "genuino" de XP que tengo en mi biblioteca, el "Extreme Programming in Practice" de la famosa serie de XP (no tengo el blanco, lo cual es un pecado), y dice literalmente "Stories are typically written on index cards. They do not contain a lot of text. Rather, they act as the reminders of the conversations between the programmer and the customer". El libro es del año 2001, cuando no se había producido aún la "contaminación cruzada" entre XP y Scrum, y por lo tanto, no se dice nada del Product Owner. Algo interesante y muy de esa época es el uso de tarjetas (antes de los famosos post its) para forzar a que sean cortas (idea prestada de las CRC Cards).
Abrazo.

Show translation

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"Nunca conocí personalmente a Kent Beck. Lo que voy a contar está basado en algo que le escuché Alistair Cockburn, quien supuestamente lo charló con el bueno de Kent."