ONBOARDING ENGINEERS

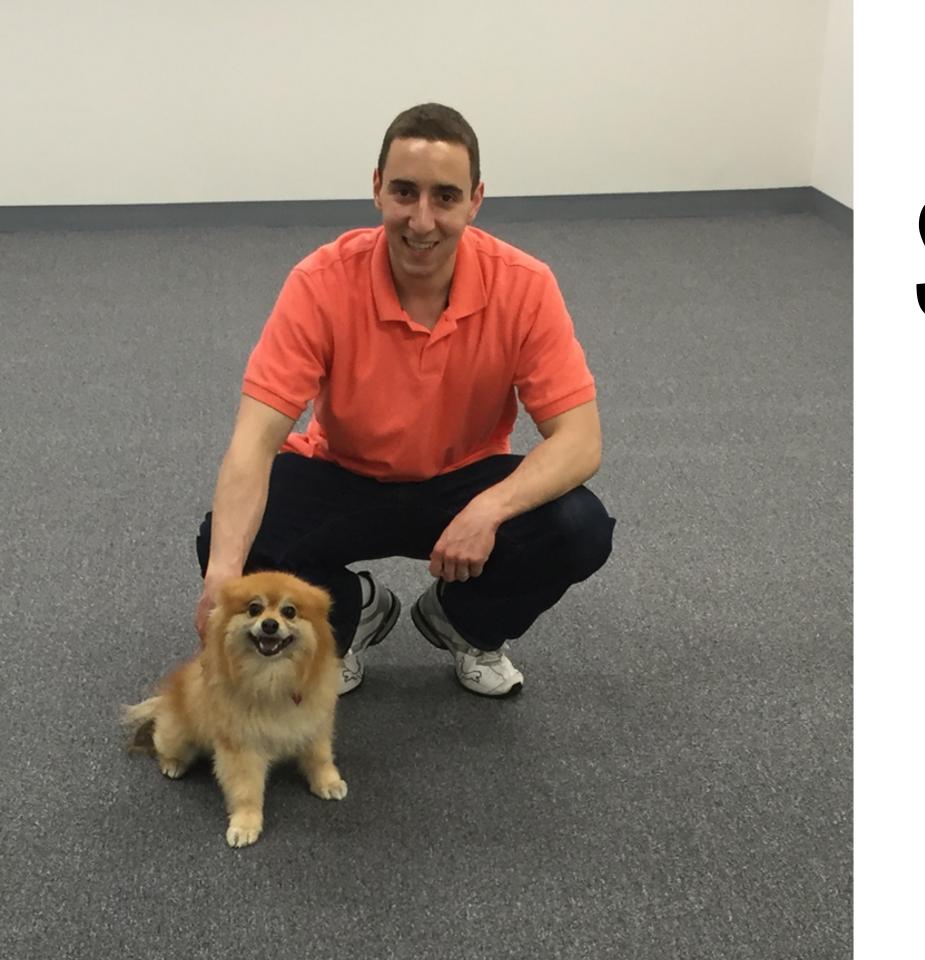## ENGINEERS

5 TIPS IN 5 MINUTES

INTRODUCTION

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WHY?

RECRUITING TALENT IS HARD
HIRING TALENT IS HARD
RETAINING TALENT IS HARD

YOU *are not* DONE ON THEIR FIRST DAY!

1. SET GOALS

working dev env in an hour?
contribute (patch, pr) on first day?

2. DOCUMENT IMPORTANT STUFF

ACCOUNTS: GITHUB, SLACK, TRELLO
HOST SETUP: BREW, GIT, VIRTUALENV
DEVELOPER GUIDE: CONVENTIONS, PROCESS

3. DIVIDE & CONQUER

1-ON-1 PAIRING
DEDICATED TIME

4. PACKAGE YOUR STUFF

setup.py

VAGRANT

DOCKER

GITHUB'S BOXEN

5. FOCUS ON TOOLING

▸ `fab dev provision`

▸ `fab staging deploy`

focus on hiding the rough edges

Bonus: CHECKOUT KATE HEDDLESTON'S BLOG & FOG CREEK INTERVIEW

I always tell beginners, "If you come across an issue, research it for an hour and then come talk to me."

https://kateheddleston.com/blog

1. Set goals
2. Document important stuff
3. Divide & Conquer
4. Package your stuff
5. Focus on tooling

THANK YOU

GITHUB.COM/PERCIPIENT/TALKS

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