CSS

Flexbox

Style guides: SMACSS (Scalable and Modular Architecture for CSS), OOCSS (Object Oriented CSS)

CSS preprocessors: SASS, LESS, Stylus

Many front-end job listings are starting to use the term front-end engineer instead of front-end web developer.

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Developer tools (ex/ firebug)

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Check the network tab to identify requests being made by your web apps and see their impacts on load times and data size. Use the headers and response tabs to get visibility on the structure of requests from our apps and what the server side is returning to us.

You can run javascript in the console!

Tracking cookies you write with the resources tab

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Text editors: SublimeText, Atom, Brackets

Take advantage of an IDE's refactoring tools

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Version control is commonplace (get used to using git more often)

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Pluralsight has courses on writing resumes

Most web development companies are savvy enough to know that the listing out of languages and frameworks on our resume doesn't really mean anything. A discussion of those and some sample code will be more telling.

Employers want to see: Sample projects, community involvement.

The purpose of a sample project is to show that you have workflow experience.

Community involvement: Attend user groups

Include LinkedIn, Github and Stack Overflow url in your resume

This industry is built on self-education and the employers have been down that road. We will be asked discovery questions that will be trying to extract that interest out of us. We need to take every chance they give us to express our desire to learn and excitement over the industry as a whole.

Apparently the technical questions about HTML, CSS and JavaScript are supposed to be the easy part of the interview.

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Self education sources: Blog posts, podcasts, books, training videos and conferences

Come up with a bookmark strategy for blog posts

Sites like "pocket" and "delicious" provide a way to collect links to web content

Networking opportunities: User groups, hackathons and code camps.

User groups meet once a month to discuss a single topic. A topic is usually presented on by a guest speaker or a member of the group and discussion ensues or even takes place during the session.

Hackathons are usually a one day event where teams take on a coding challenge. Gives valuable pair programming experience.

Code camps are usually weekend events that cover a variety of topics. Lots of conversation opportunity. A code camp is on a much smaller scale than a conference, and so the speakers and organizers are more accessible.

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Author insists on using twitter. "Industry movers and shakers are on it".

Try out tweet deck to monitor multiple streams of content.

Look for some websites that report on industry trends and announcements.

Codepen has a community share element to it where we can discover and view other user created samples. We can clone and modify these to try and add our own tweaks to it.