Programmers are not projects

lessons learned from managing humans

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Didn't Sybil just talk about this?

Yes and no.

Being in the air vs. taking off (30,000 ft vs 1,000 ft)

Newbie managers

Agenda

- 1. "Soft" skills are hard
- 2. Be a human
- 3. Others are humans too

1. "Soft" skills are hard

Hard skills

- o Rule-based
- Quantifiable
- Consistent
- Factual-ish
- Some feeling that you have mastery of one thing in your life
- For once

Soft skills

- People-based
- Intangible
- Contextual, societal, social, personal
- Change-y
- Incredibly difficult and terrifying

ps - It should be okay for everybody to talk about this.

My story



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http://www.marriedtothesea.com/043009

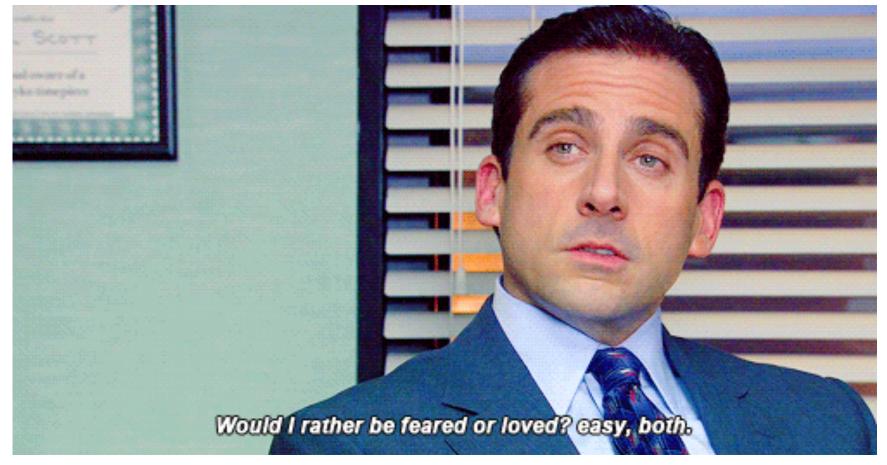
Managing in libraryland

Getting Management Experience™

Newbie managers + little \$ for training

lots of room for growth, i.e. messing up

(2) Being a human



https://www.tumblr.com/search/my-Office-gif

ass+u+me



http://todaymade.com/blog/wp-content/uploads/2013/08/Bill-Lumbergh-Gary-Cole-Office-Space.jpg

ass+u+me

Curious, mission-driven tinkerers

Your work, lol

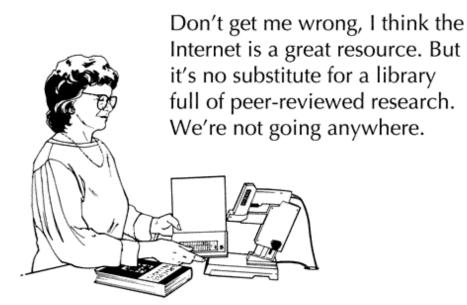
- No roadblocking
- Cross-train, document, delegate
- Prioritize
- Be interruptable
- Let go

Staying current-ish

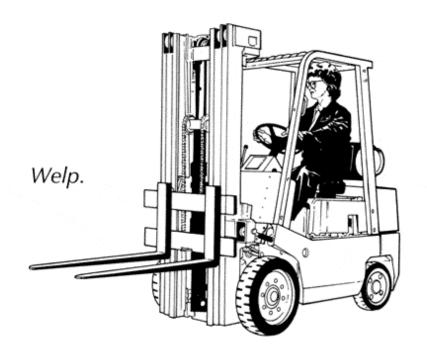
- Knowing the stack = asking good questions + making good decisions
- Small, non-urgent things
- Good test of documentation

Communication

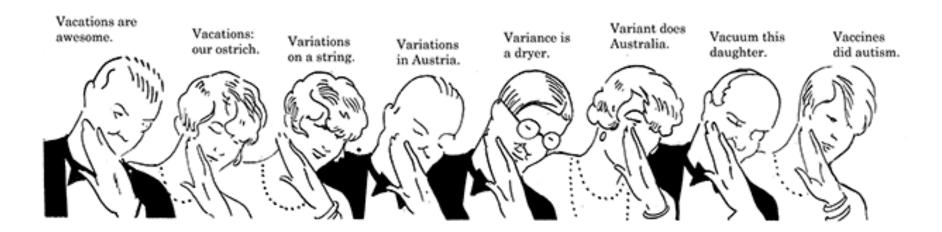
- Most failures come from a failure of communication
- Transparency without being a jerk
- My bad: acknowledge, fix, move on



Mindfulness



Balance



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(3) Other people are humans too

Recruiting and hiring

- What's attractive? Mission-driven work + modern tech stack
- Competitive salary, if possible
- Other incentives:
 - Non-pay bennies
 - Only a 40-hour workweek!
 - Telecommuting
 - Travel/development
 - 10-20% time projects
 - Learning on the job

Keeping people around

The talk.

- How do you want to grow?
- What are you excited about?
- What do you want to learn?
- What do you need?
- What do you want your career to look like?

Work ≠ billable hours

- travel to/from another library
- talking in a hallway about a project
- attending another department's presentation
- attending a library event
- going out to coffee with your coworker
- reading articles about libraries or technology
- experimenting with new code frameworks
- brainstorming ideas while staring off into space or walking around the block
- etc etc etc

The mix of projects

Core projects

- Mission critical
- Core services
- Uptime is important
- Maintenance/existing tech

Satellite projects

- Projects that excite
- Not mission critical
- New technologies

Messing up:D

Fundamental attribution error:

people's tendency to place an undue emphasis on internal characteristics to explain someone else's behavior in a given situation, rather than considering external factors

http://en.wikipedia.org/wiki/Fundamental_attribution_error

Communication...more of it

- Give enough information to let people succeed:
 - Rationale present the problem
 - Motivations and political considerations
 - Constraints
 - Other resources
 - Be open to other solutions
- Take advantage of one-on-ones
- Find the best way to stay in touch

Closing thoughts

- It's okay to be introspective
- Assume you will suck at it
- Communicate
- Be open
- Don't take it personal

Bye!

- Team culture at angellist
- How etsy increased diversity
- UX leadership, part 1
- If you want to be in management, don't expect to be liked
- From operator to guide
- How to interview sysadmins
- Blameless postmortems and just culture at Etsy
- Why do you want to lead people?
- How to make the leap from engineer to manager
- Harvard business review: Manage your boss
- MVC: Command management vs service management
- Book: UX Management
- Book: Leading Snowflakes (thanks Francis Kayiwa!)