Help and FAQ
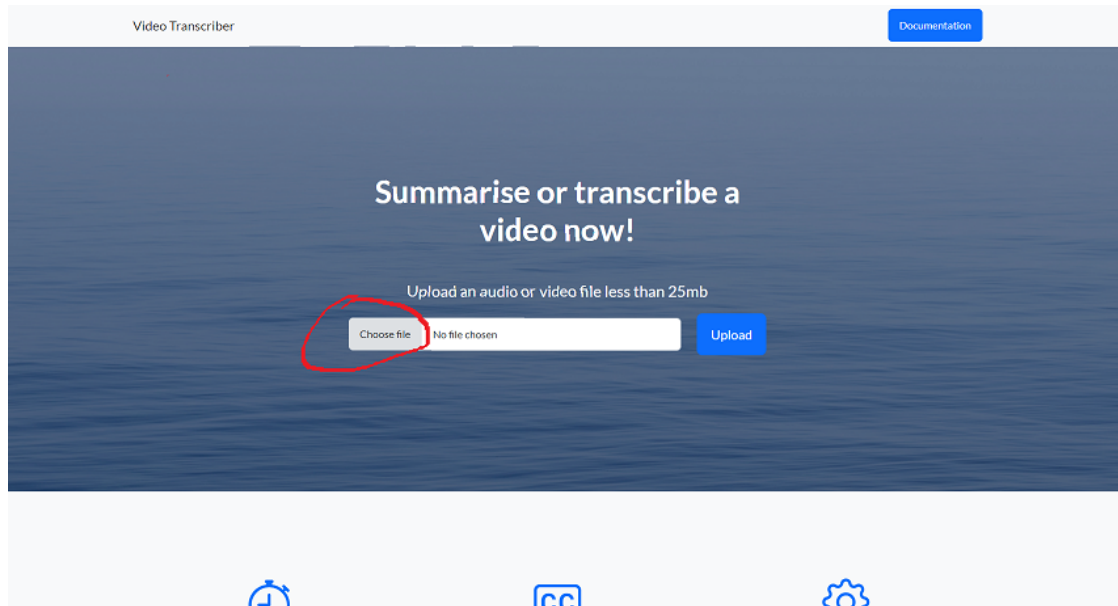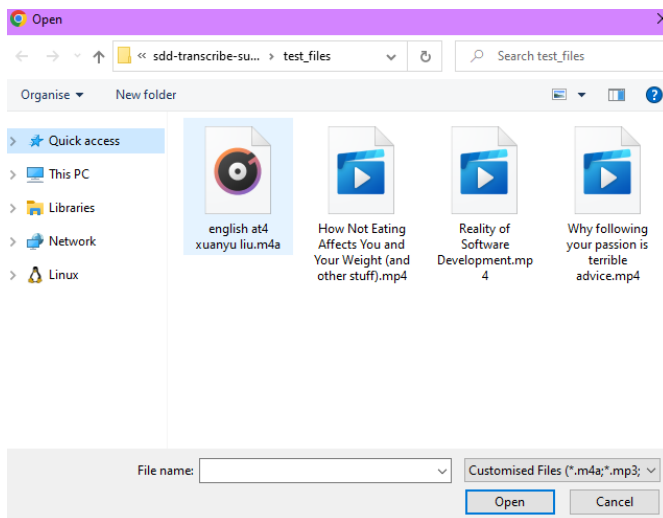
Accessible at http://127.0.0.1:5000/static/User%20documentation.pdf

How do I use this website?

1) Click on the "Choose File" and select an audio file to upload. You will be brought to a screen similar to below.

2) Then press the blue UPLOAD button

3) Wait a few seconds for you file to be uploaded. You will then be taken to the results page
4) At this point you can play your audio file, but will have to wait for your summary and transcript.

5) Wait until the transcript and summary has loaded, then enjoy reading! Toggle between Timestamped and Original to suit your purposes. Note that clicking on the timestamp jumps you to that point in the audio. Clicking on a line of dialogue when toggled to Original does the same, and hovering shows you the timestamp.

Reality of Software Development.mp4

▶ 0:00 / 5:07 ——————————————————— 🔊 ⋮
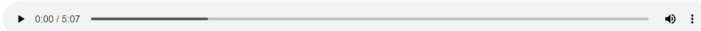
Summary

The user discusses the reality of being a software engineer at small to medium-sized businesses. They mention the influence of management style, such as Agile or Scrum, which involves working in two-week sprints. Important meetings for developers include sprint planning, stand-ups for daily progress, and estimation sessions. The user also highlights the importance of researching and understanding tickets before coding, and the significance of pair programming for learning and teamwork. They mention the process of coding, code review, testing, and bug fixing. Documentation, both internal and external, is another crucial aspect of the job. Overall, the user states that the average day for a software engineer involves a combination of meetings, coding, and autonomy in managing one's time.

Transcript   Timestamped   Original

So the reality for most of us in software engineering is that we aren't 25 year old models living in the Bay Area,   [00:00:00.000]

working two hours a day and making $300,000 a year.

What I want to do is paint a more realistic picture of what the day-to-day of an engineer looks like at most small to medium-sized businesses.

The biggest influence on your day-to-day as an engineer is the management style of your company.

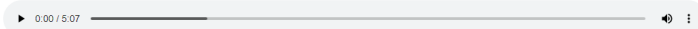Most of the orgs I've worked at were Agile or Scrum based.

What this means is that we work in two-week blocks.

These are called sprints, with the expectation that we try to finish off all our work within that time.

Agile teams are infamously known for having a lot of meetings.

There are just a few of them that are very important for developers.

What file formats are supported?

Only `".m4a,.mp3,.webm,.mp4,.mpga,.wav,.mpeg,.ogg,.oga,.flac"` are accepted due to the use of OpenAI's whisper model.

How large can my files be?

They should be no longer than 25mb. A good guideline is less than 30 minutes.