

TEAM POWER-UPS

Where to find them?

HELLO!

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People are definitely a company's greatest asset.

It doesn't make any difference whether the company's product is cars or cosmetics.

A company is only as good as the people it keeps.

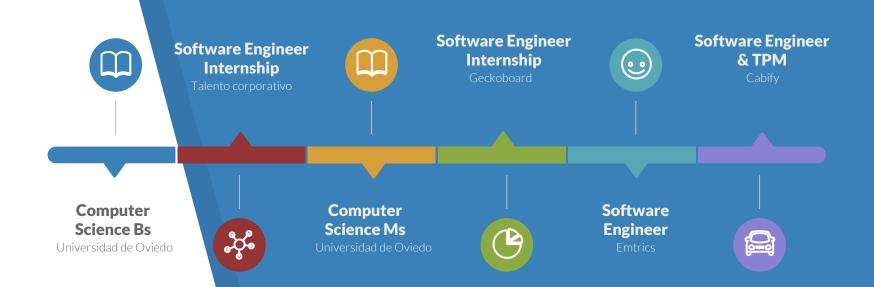
- Mary Kay Ash

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- Onboarding
- ► The office
- Culture
- Communication
- Feedback



What I'm going to talk about is based on my experiences



MY TIMELINE

ONBOARDING

First impressions matter

PRE-ONBOARDING

- Make sure to have
 - All the equipment
 - All the software and account access she will need
 - ▷ Email, Slack, GitHub...
 - Ready HR and finance documents
- ► If she is an on-site employee
 - Give her access to the building

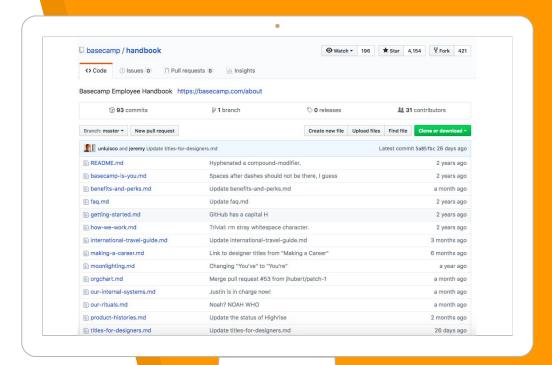
KEEP IT PERSONAL

- Welcome him with a nice email
- Personalized gift
 - Sweets, mug, t-shirt...
- Welcome session where we give him a tour and introduce him to team members and other staff
- Team lunch in his first days at work

DOCUMENTATION

Have wiki/handbook explaining the team's tools and internal processes.

Make sure it's up to date!



MENTOR AND BUDDY

- A mentor
 - To ask technical questions
 - Walk her through initial projects
 - Not only seniors can be mentors!

- A buddy
 - Helps the new dev to feel welcomed
 - Assists with the socialization process
 - Know about the company's unwritten rules

INTEGRATING REMOTES

- You should include remote devs as if they were actually on-site
- All onboarding procedures can be done digitally
 - With the help of zoom, slack, hangouts...
- Virtual beer/coffee meetings
 - Each one grab a beverage of their choice and have an online talk about random or designated topics

AUTOMATIZE (OR KIND OF)

- Have an onboarding checklist
 - Will help you keep your onboarding process organized and on schedule
 - Sets expectations of what the new dev can expect from his first days at the company

POST-ONBOARDING

- Ask for feedback!
 - From new team members
 - But also mentors and buddys

New employee can contribute to improving the onboarding checklist

Have an agile system that allows you to adapt the process

2. THE OFFICE

Is your workplace helping your team to do good work?

AN OFFICE MUST BE/HAVE

- Quiet
- Decent internet
- Appropriate temperature/climate control
- Meeting rooms
- Powerful computer and large monitor
- A good chair
- Whiteboards

WHAT ABOUT OPEN SPACES?

- Every department have very different needs for concentration vs conversation
 - Mixing them together is a bad office design
- They create time-consuming distractions
- Studies show that these offices are a source of stress and conflict

3. CULTURE

The team culture defines the team

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A team culture is made up of the values, beliefs, attitudes and behaviours shared by a team.

It's how people work together towards a common goal and how they treat each other.

- Alana Brajdic

TRUST

Create a safe-to-fail environment

- There is no "them" there is only "us"
- Don't measure success by when the people arrive or leave the office
 - Instead measure success by the goals the team meat

SHARE KNOWLEDGE

- Make it important
 - Create an environment where it can happen easily
 - Monthly/weekly sessions

- Simplifying knowledge flow
 - Host all your content in a centralized location

EMPOWER YOUR ENGINEERS

- To get the best from your people, let them be heard and have a say in what they work on
- Business leaders should define the end objectives and goals and empower the technical staff to figure out how to best implement



NAIDE MEXA AGUA BENDITA

To whatever you aspire, ego is your enemy.

LOOK FOR DIVERSITY

Adding diversity is definitely necessary to the problem-solving process

► Have different life experiences, backgrounds and knowledge that combine to give the team fresh visions and different approaches

HAVE A PLAN

- Roadmap
 - Defines a strategic view
 - Short-term and long-term goals
 - ▷ Share it!

- Career path
 - Set expectations
 - Personal development plan
 - Standardise salaries

4.
COMMUNICATION

Types of media and when to use them

WHY IS IMPORTANT?

- Most of the software developers spend a good part of her time communicating with the team
- Can lead to loss of focus

CHATS (SLACK, HIPCHAT, ETC)

- Most of the communication occurs
- Ensure good subject division per channel
 - Don't mix "random" from business
- Don't expect immediate response
 - Avoid @here and @channel all the time
 - Mute (or leave) channels that don't matter

EMAIL

- Can be considered old but
 - Asynchronous
 - Permanent
- It has searching and retrieving tools
- Good to share critical info

MEETINGS

- Must be used on small but effective doses
 - Make the short
 - Notify in advance the goal
 - With an agenda
- Is very suitable for solving long discussions
- Doesn't have to be on site (zoom, hangouts...)

5. FEEDBACK

That's how we improve



RECURRENT RETROSPECTIVES

- Discover risks early
- Create transparency and trust
- ► Learn and adapt
 - Continuous Improvement
- Celebrate success

1 on 1

- Strengthen relationships
- Build trust and loyalty
- Give relevant and charming feedback
- Align objectives and progress
- Improve productivity

EMPLOYEE REVIEWS

- ► 360 Peer Reviews
 - It is very important to be objective
- Give feedback on career path advancement

- Recognize accomplishments
 - Fair and transparent



NUN HAY ATAYU SIN TRABAYU

Keep it personal, listen and mind your culture

THANKS!

You can find me at @patriciagao



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Where to find them?

6. BONUS POINT!

Credits

CREDITS

- Slides template: <u>SlidesCarnival</u>
- Dog logo: <u>Freepik</u>