What a lead developer does

Gwyn Jones

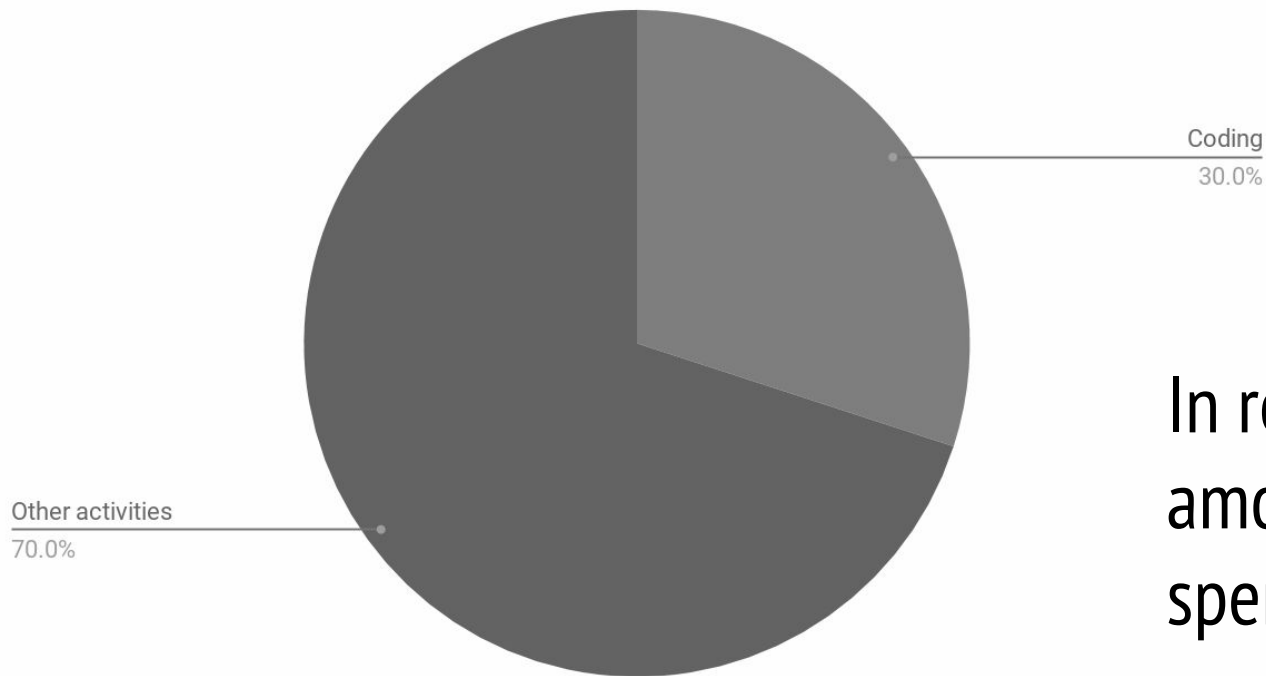|	Technical skill	Soft skills	Ipsum dolor amet dolor
1 Leading Front End Development for Digital Services	✓	✓	• Involved in all Digital Services - either directly or consulting • Setting technical direction that best balances technical / user / delivery needs
2 Setting and embedding development standards	✓	✓	• Proactively monitoring emerging best practices • Identifying and evaluating new technologies • Taking decisions and documenting/embedding practices - we should(n't)? do *X* because of *Y*
3 Mentor, coach and support developers	✓	✓	• Coaching developers and through difficult things • Staying on top of technology and sharing knowledge • Helping developers to improve their technical skills • Helping developers be more productive - efficiency, signposting
4 Digital Strategy Product Timeboxes	✓	✓	• Technical design, architecture and coding • Being a proactive and flexible member of the multidisciplinary team
5 Automate & Modernise our technical ways of working (Themed team)	✓	✓	• Supporting the Service Owner and Product Owner • Identifying improvements, managing differences in opinion • Leading workstreams

My objectives

50/50

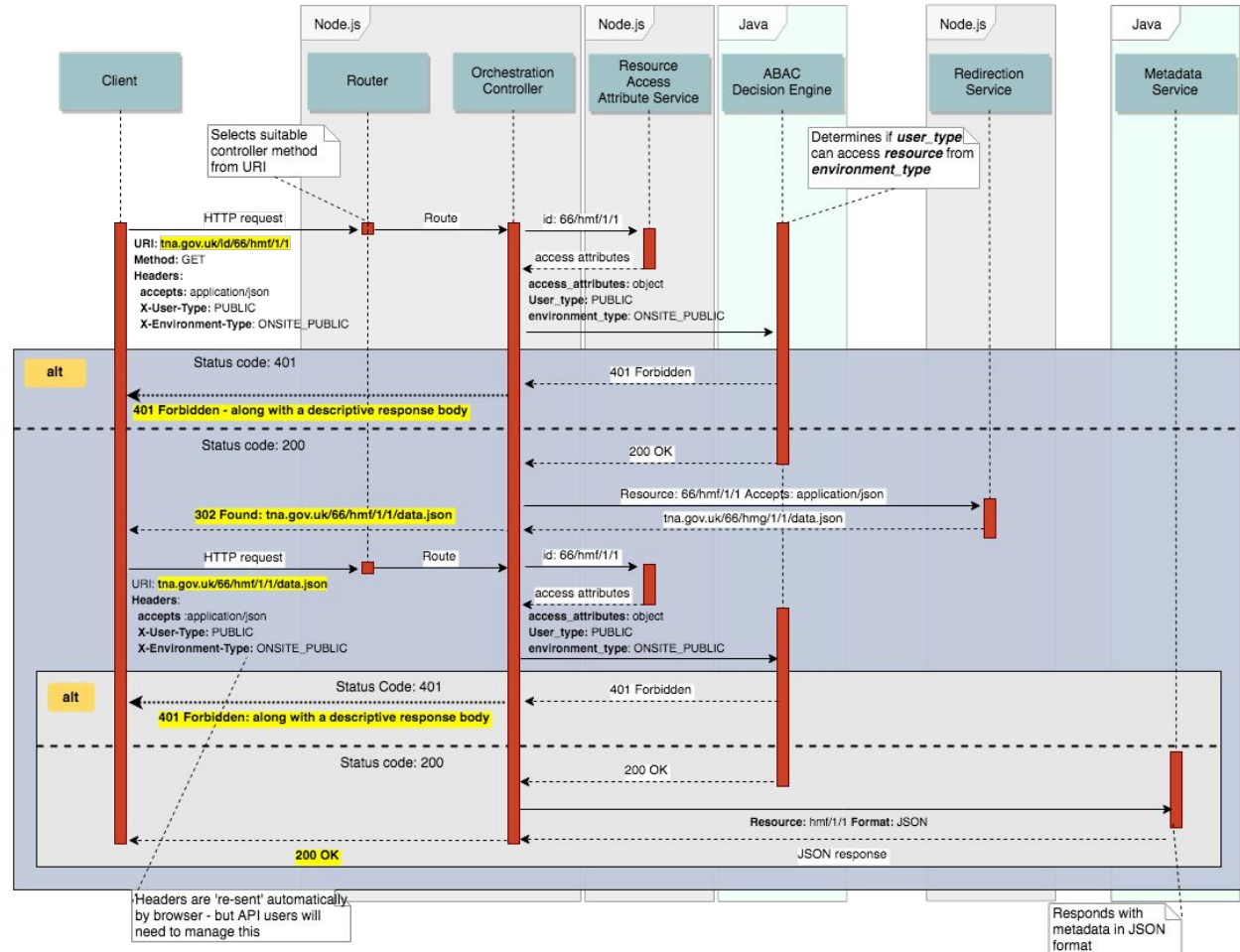I'd say it's a pretty even split between technical and people skills.

Both are vital.

The 'average' week

Coding
30.0%

Other activities
70.0%

It's not all coding

In reality, the amount of time spent coding can vary significantly from week to week.

Prototype: public user, onsite user, requesting a single resource

The last thing I coded

I'm currently working with Paul on website search

The fun parts, and the other parts

- Still develop code but have to go to a lot more meetings
- Not a manager but I have to tell people what to do
- Get to solve real, tangible problems - but have to deal with a lot of 'dark matter' problems
- The organisation places a lot of trust in you

- Signal to noise is high, but you *have to* get the signal
- Saying 'no' more than I'd *like* to (but never more than I have to)
- The 'provide advice, have it ignored, see consequences' loop
- Work is varied and challenging
- Get to help people grow as developers