Thursday - Business Skills / Pres images

Class	Eng 67
Created	@Jun 15, 2020 10:06 AM
Materials	
Reviewed	☐
Type	Office Misc

Revision notes:

Interviewing:

- Researching the company, about its products and projects
- Read the company reports (executive summary, tech plans)
- Find their competitors
- Find questions to ask - as you an potential asset to the company
- Understand their business - don't try to memorise
- Check their social media
- Who are they hiring, what does it show you
- Look at the Linkedin profile of interviewer - present the interest
- Github profile and their code

Qualities of a good presentation

Confidence

Manner

Attitude

Diligence

Enthusiasm

How to write an elevator pitch

1. **Start by introducing yourself. ...**
2. **Provide a summary of what you do. ...**
3. **Explain what you want. ...**
4. **Finish with a call to action. ...**
5. **Take your time. ...**
6. **Make it conversational. ...**
7. **Avoid niche words and phrases. ...**
8. **Express confidence.**

PRESENTATION SKILLS

STAR

Situation – set the scene

Task – describe the purpose

Action – Explain what you did

Result – Share the outcome

Always show passion – Have energy, show pride in what you do.

Typical questions – TMAY, Strengths/weaknesses, off the wall, why are you interested in this role/career, technical knowledge.

Stories – Rehearse 4-5 broad stories, STAR method

Use this research to create a list of questions

- Always prepare at least 6 questions such as...
  - What project would I be working on?
  - How many are on the team?
  - What roles make up the team and how would you want me to fit into that?
  - What can I expect to do in my day to day role?
  - How would I be onboarded to understand the systems you use?
  - What tech Stack do you have?
  - Major Challenges with the team?
  - What kind of social / team building activities do you do here?

- Always show passion
  - Have energy, show pride in what you do
- Typical Questions
  - TMAY
  - Strengths/Weaknesses?
  - Off the wall
  - Why are you interested in role/career choice?
  - Technical knowledge
- Stories
  - Rehearse 4-5 broad stories
  - STAR method

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Good slide design

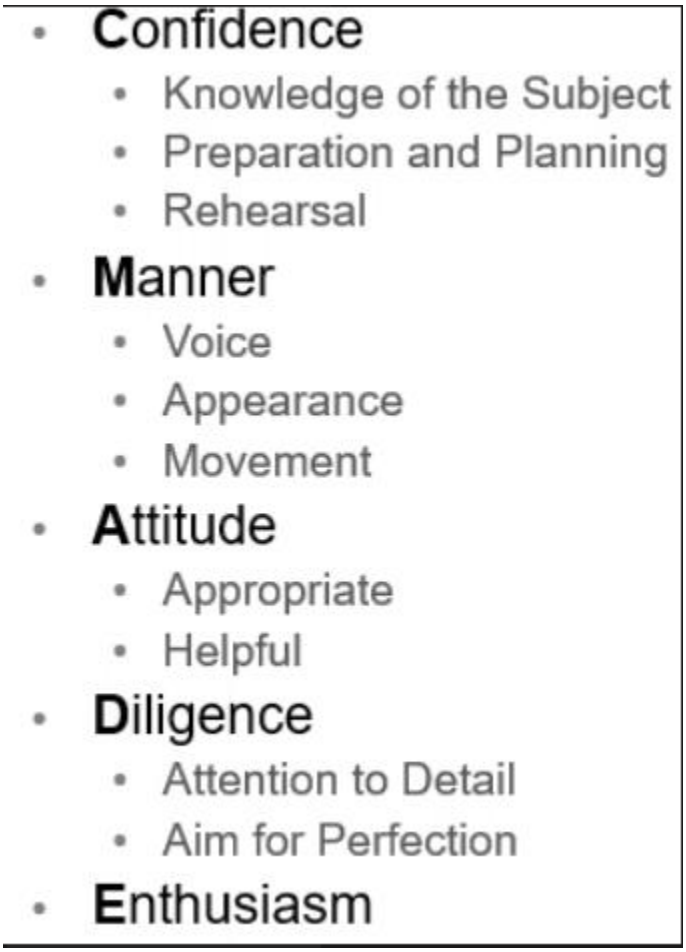
Direct and concise

Bullet points

No warping bullet points

Good use of visual assists where it will add to the story or argument

Bullet points are to aid a presentation



Project vs BAU

Projects have to be completed within a specific time-frame whereas business-as-usual (BAU) activities are on-going, continuous tasks. For example a project may be to create a prototype for a new software system – this will have a start and a finish. Whereas BAU could be the use of that software system after it has been put into place.

A project is unique and transient with a desired outcome

Benefit – Projects aim to achieve some specific long-term benefits and are concerned with introducing change. BAU seeks to maintain consistency or introduce slow incremental change.

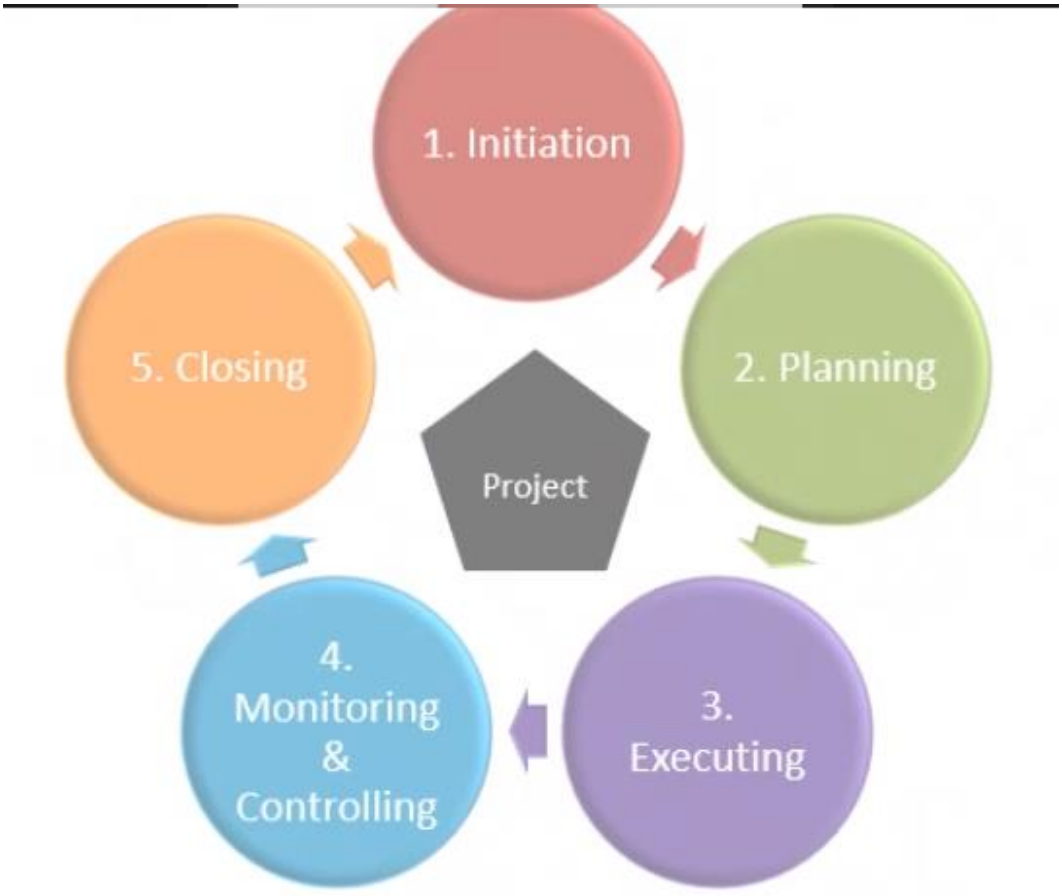
> >> https://www.parallelprojecttraining.com/feedback-please-difference-between-projects-and-bau/#:~:text=Projects have to be completed,a start and a finish.

Microservice architecture is better than monolithic architecture as if something goes down you can focus only on that part

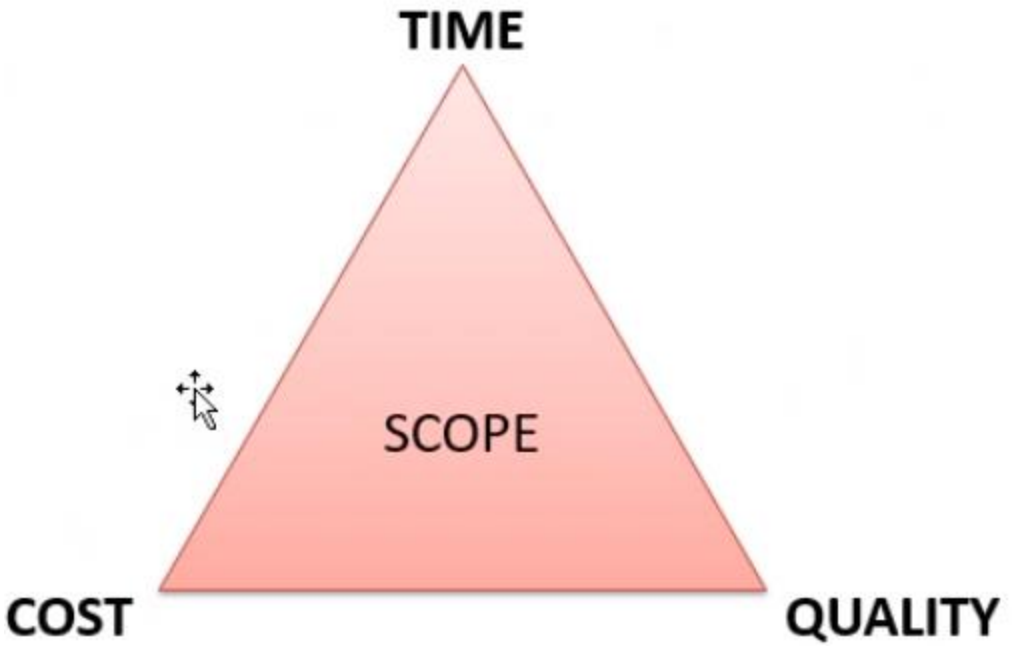
Auto scaling = When one database goes down some organisations may have backup databases to keep the company running.

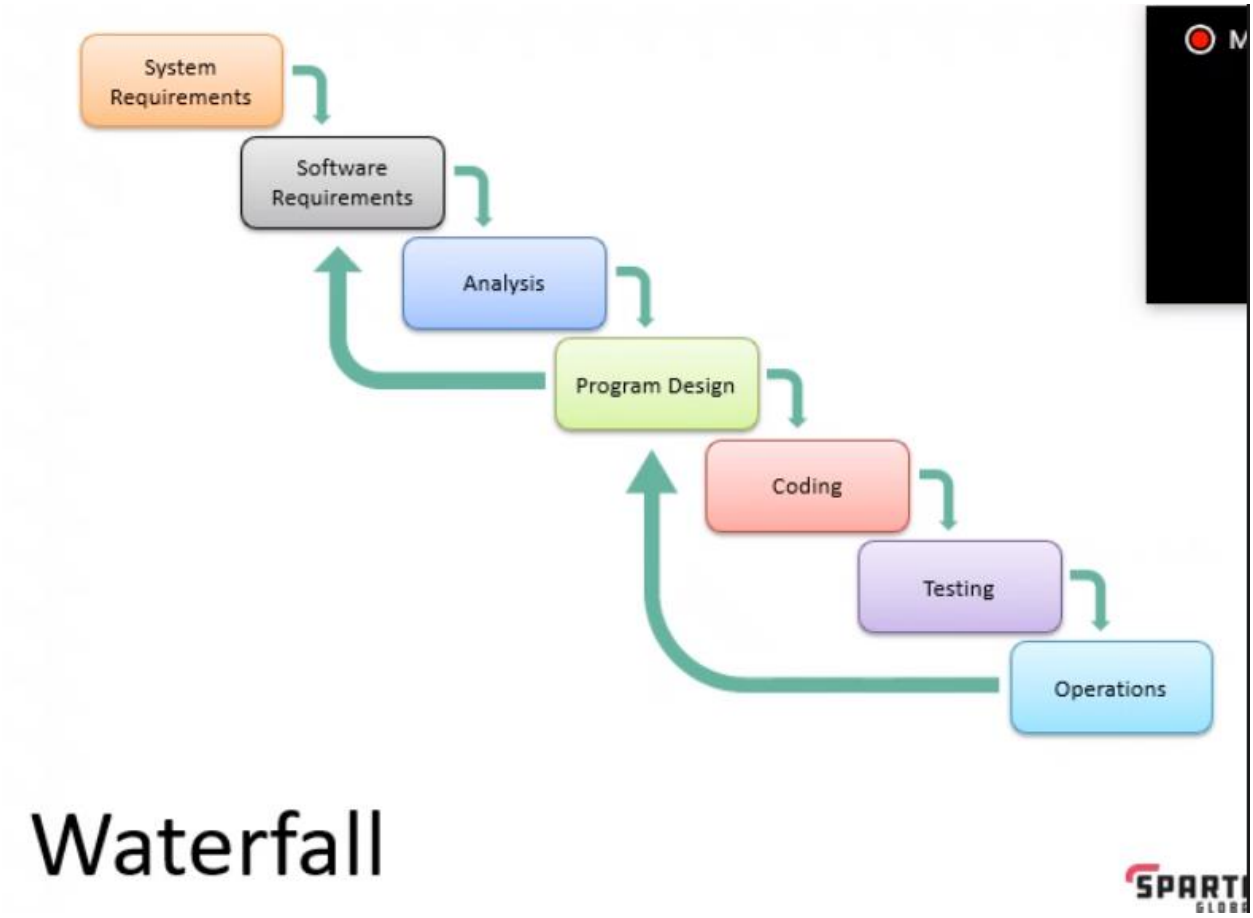
Another one is called HA (high availability), you have cloud space available in different areas in the world.

PSEUDO CODE IS SCAFFOLDING, COMMENTS THAT LET OTHER USERS NOW

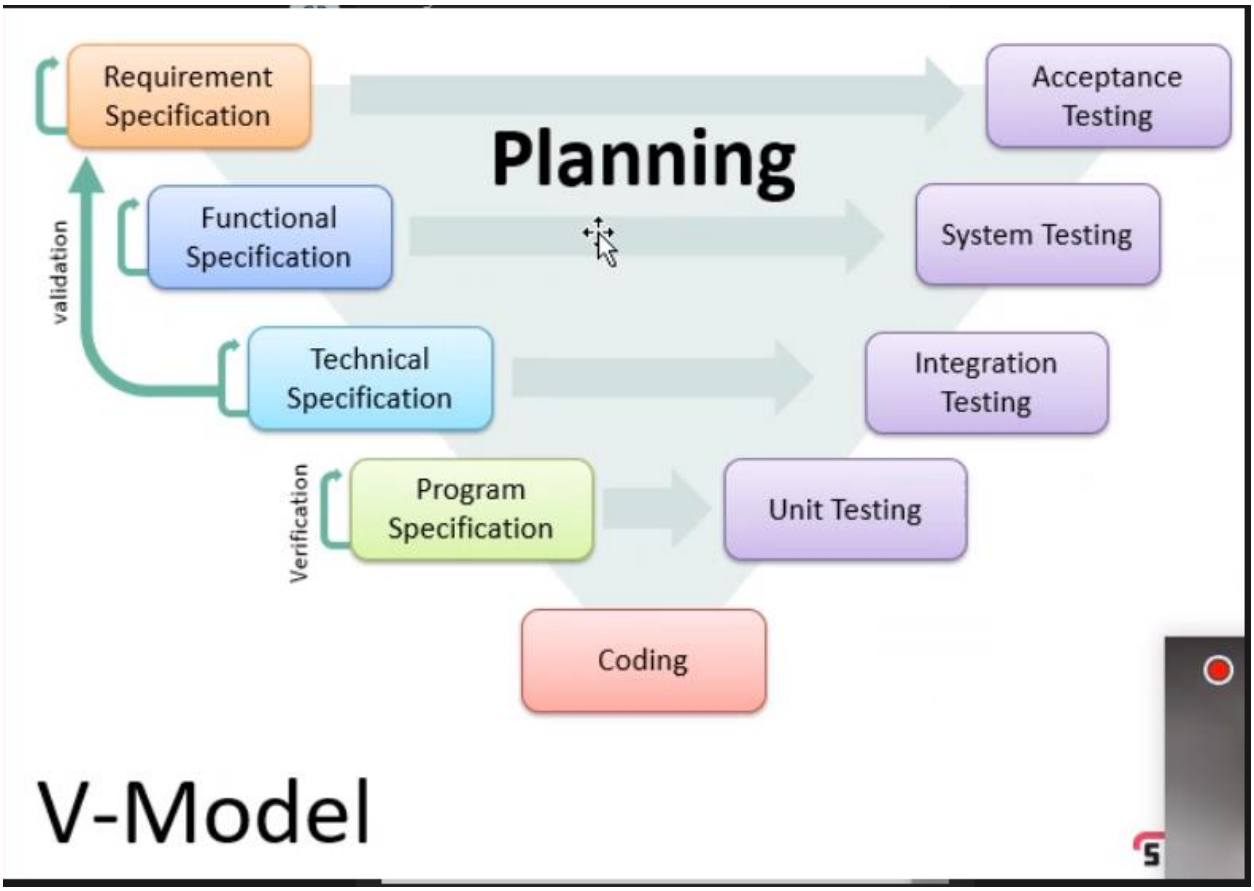


The Triple Constraint





- More **'traditional'** approach, very linear
- Each 'stage' generally **finishes** before the next one starts
- Progress is **easier** to measure, can give accurate deadlines
- Used when requirements are **clear**
- Lack of **adaptability**

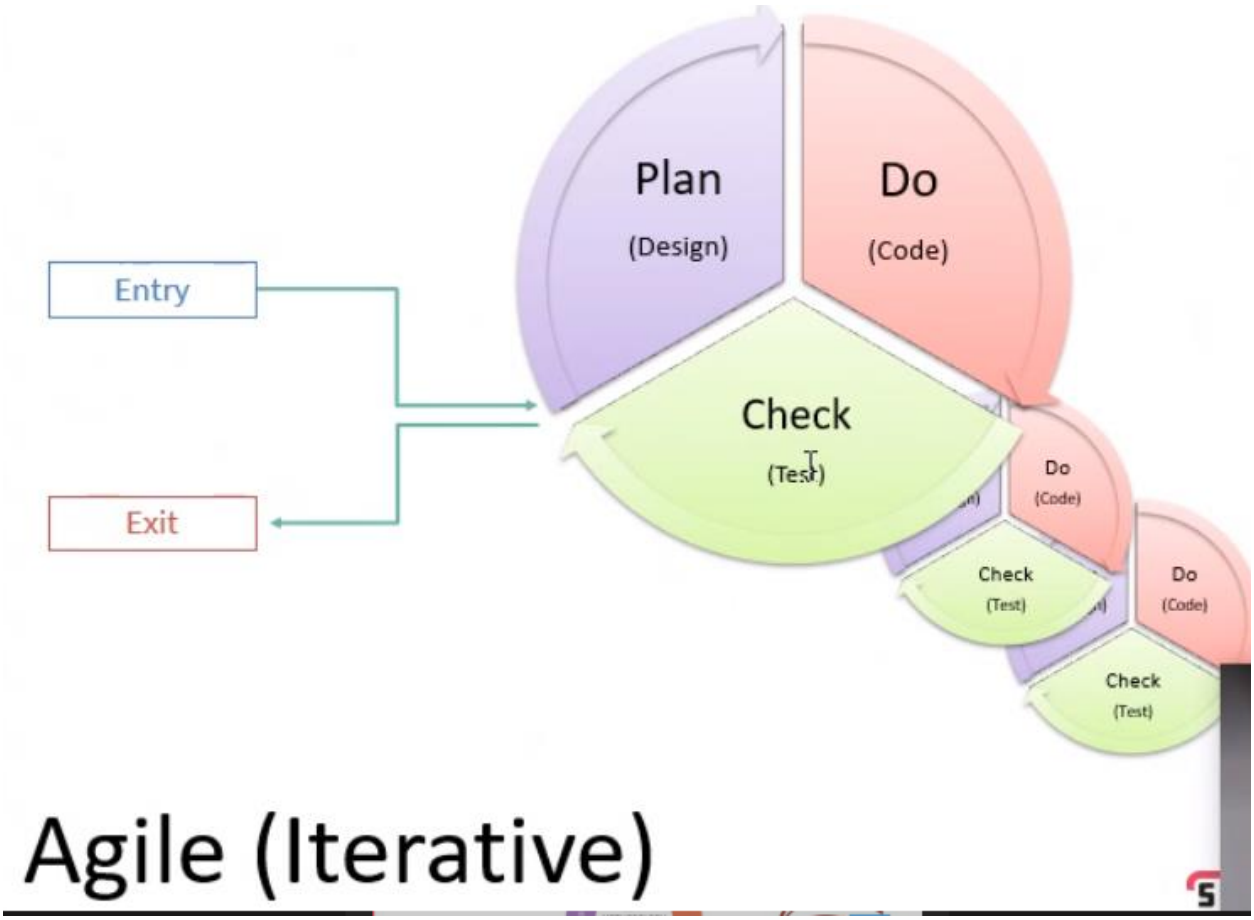


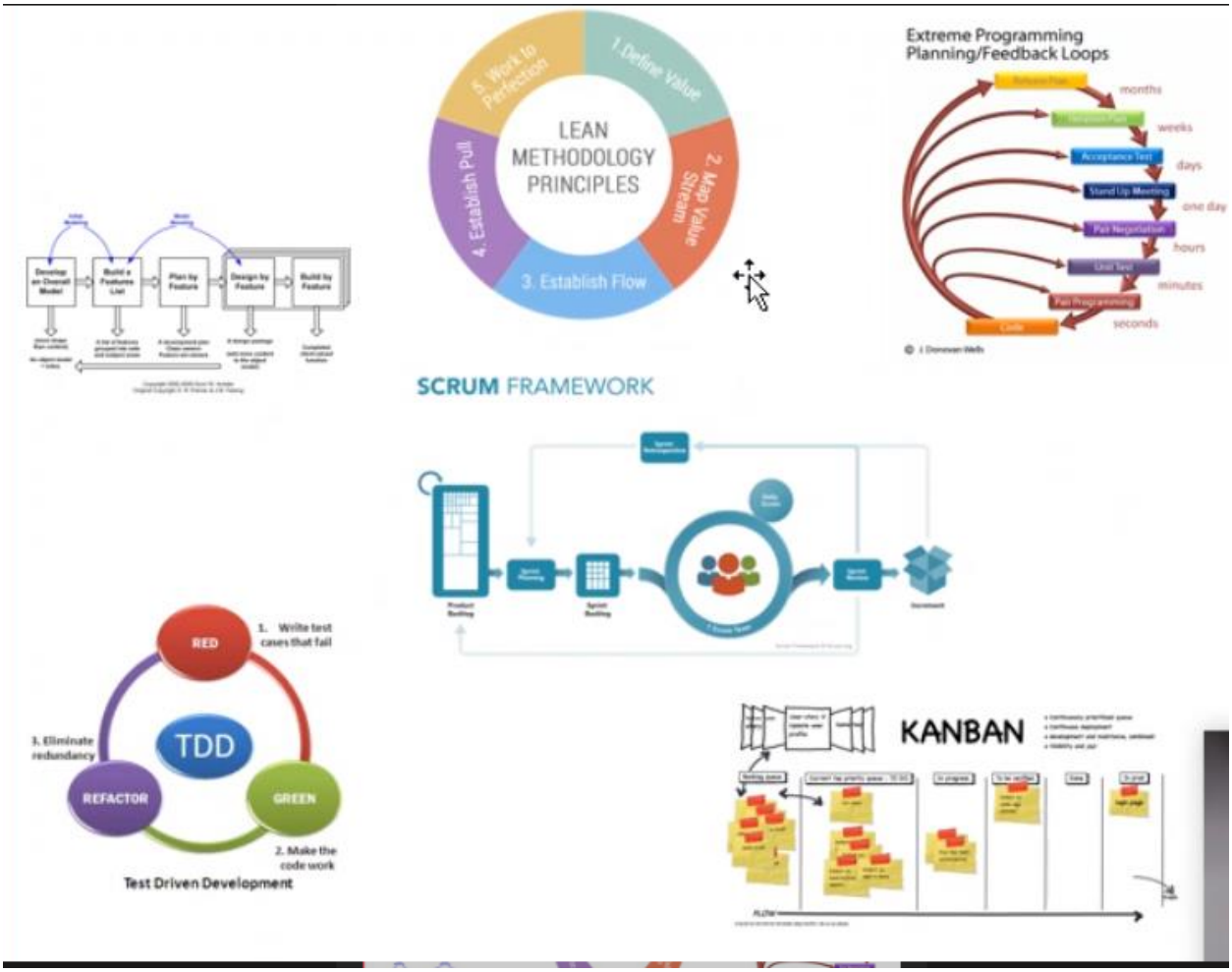
Verification Process

- Confirm that the systems fulfil the design requirements.
- It is a measure of build.

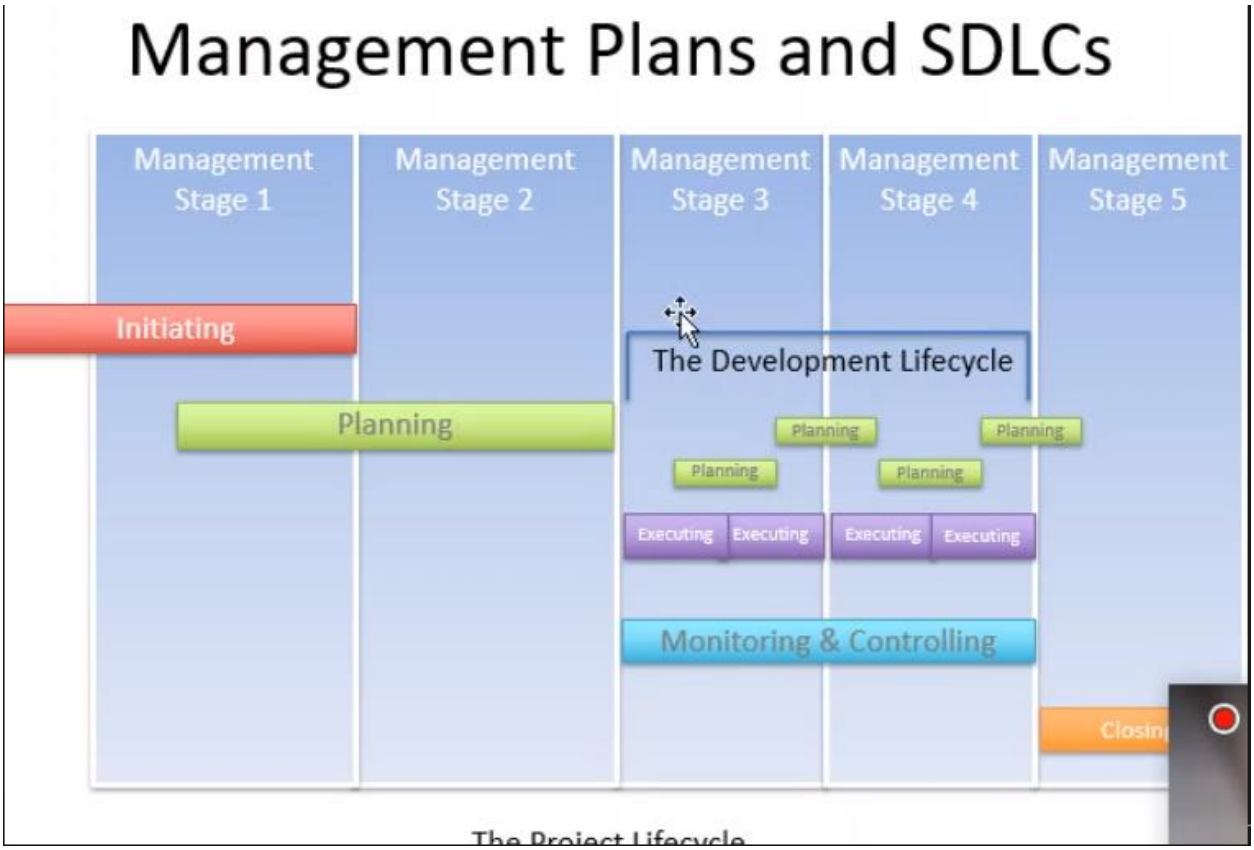
Validation Process

- Validation is the process of checking whether the specification captures the customer's needs
- It is a measure of performance.


Plan
(Design)
Do
(Code)
Entry
Check
(Test)
Exit
Do
(Code)
Check
(Test)
Do
(Code)
Check
(Test)
Agile (Iterative)



- Iterating through cycles, typically in sprints and with retrospectives
- Philosophy of common sense and pragmatism
- Change of variable project features


Management Plans and SDLCs
Management Stage 1
Management Stage 2
Management Stage 3
Management Stage 4
Management Stage 5
Initiating
The Development Lifecycle
Planning
Planning
Planning
Planning
Planning
Executing
Executing
Executing
Executing
Monitoring & Controlling
Closin
The Project Lifecycle