Business Communication

Individual Assignment

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HCMC UNIVERSITY OF SCIENCE

COMPUTER AND INFORMATION SCIENCES

INDIVIDUAL ASSIGNMENT

WHAT ARE YOU GOING TO DO AFTER GRADUATE?

EXPLORE YOUR FUTURE CAREER

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Interviewee	**:**	Mr. Bryan Poerwoatmodjo

HCM City, November 2021

I. Introduction

1. FOSS...?

When you search for a software and it appears to be free, it's very likely that two thoughts immediately goes through your mind: 1. *"Great!"*, and 2. *"Is it REALLY free?"*. You probably already knew that nothing comes for completely free. The creators must have ways to generate profit out of it, by running advertisements or through subscription. It's common sense. *Or is it?*

What if I tell you that, in the software industry, there is a realm where things are completely free of charge with near-to-none compromise about functionality, stability and performance without worrying about your privacy compares to similar paid services? Where *"customer service"* is ran by thousands of people with fast and insightful responses, and you can even modify the product down to its core to make it works the way you want? However, that impossible was made possible by the FOSS community.

FOSS *(free and open-source)* is the type of software that, as the name implies, completely free to use and its source code can be viewed, copied and modified by everyone on the Internet. Different from proprietary software (those provided by individuals or businesses), FOSS solutions are community-driven - which means they are created and maintained mostly by enthusiasts and sometimes even people who are just willing to make their tools available for the mass with no intention to make profit out of them. Varying from office suite (LibreOffice) to industry-standard 3D modelling/animator (Blender) and even full-fledged operating system (GNU/Linux)! People put in their effort and contribute to the projects, and in return, they get the tools that works the way they want without any involvement with the shady part of businesses. They don't charge money because "they" is the whole community of developers and users themselves.

2. About the interview

The interview was conducted via messages and email with Mr. Bryan Poerwoatmodjo from 22nd to 24th November 2021. The screenshots of our conversation are included in the Appendix. The interview's purpose is for me to have a better idea on why should I become and how should I approach FOSS projects as a community contributor. Although this is not exactly a job, but having a better insight of this subject will guide me to a more proper direction when making decisions for my future life and career. I believe that it will also help me to get a deeper look on the profession in software development that I chose: Artificial Intelligent and Machine Learning as these are one of the most popular and fast-growing category within the FOSS community nowadays.

3. About me

I have been in the FOSS community for quite a while now, though I'm more of a user. I tended to avoid proprietary software whenever possible. I don't use Windows or macOS on a daily basis, I don't use Adobe software for media editing, I don't use Chrome for web browsing and so on. It sounds a bit extreme but when you get to know the FOSS alternatives, it's likely to be a no-brainer. I had always want to be more influencing among the FOSS community because it's not just a great starting place to build myself a decent résumé but also the direction that I think going be a trend among the industry in the near future. Therefore, I had had a brief interview with Mr. **Bryan Poerwoatmodjo**, to get myself a better under-the-hood insight of what it is like to be a FOSS developer and also to hear about his/her thoughts or vision about this matter in near future.

4. About the interviewee

Mr. Bryan Poerwoatmodjo is a Dutch professional software developer who founded and currently the project leader of EndeavourOS - an open source, Linux Arch-based operating system. I was able to get in touch with him through a friend in my E-Sport team. He is also a software developer who is pretty well-known among the GNOME community. Mr. Bryan was willing to spend some time answering my

Mr. Bryan Poerwoatmodjo

interview through email when he was told about my interest in becoming a FOSS contributor as a university student.

Contact email:

bryanpoerwo@hotmail.com

Further information about the people I mentioned will be in the following chapter.

II. My Story

I want to be a software developer...

During my 8th grade, I was introduced to programming through my Computer Science class on school. The concept of being able to tell the computer to do whatever I want was (and still) very tempting to me. I had been able to see the possibilities since I knew that all of those amazing games and tools were all made possible with programming. Being a person who gets very excited when learning how things work, it was such a nice treat for my thirst of knowledge.

I started to learn more about the subject by myself (since I attended a lot of extra classes). I surfed through a handful of forums and articles to know where and how to start, and which path should I take. I ultimately made a decision which until these day, I have no regret about: start with C++ and be a software developer. In contrast to some ideas about the steep learning curve, I believed that this language will help me getting to know the more basic concepts of programming and how the computer implements the code, thus strengthen my fundamentals for more advanced stuff to come. There are reasons why it is the most used language. I also glad that I didn't follow the path of being a game developer instead. The market is just too niche.

Later on in my learning journey, I encountered the term "FOSS". I didn't think about it much since I assumed it means "free software". But how wrong I was to had dismissed the second part: "open source". At first, I thought that being open source is a disaster since people with bad intentions can easily finds security holes and even attach their virus into the code! But, again, I was horribly wrong. The best thing about being open source and widely used is that those concerns would hardly ever be a problem with the help of the community. There are more people with good intentions toward the projects than ones who try to exploit them. Such things would only appear when a project lost its popularity and people stop contributing, but then it wouldn't be a major problem since not that many people use the tool anyway, thus they are less likely to be targeted.

When I know about such idea at the time, I thought to myself *"This is too good to be true!".* Nevertheless, it is, and it is an eden to me when I first step further into the matter. It feels something similar to the experience of seeing the internal of a watch for the first time for me: amazed at both the complexity and the mechanics behind it. I was over the moon when I knew that I was able to know how everything in the tool I use works and the algorithms behind them. From small things like the save button's mechanic to how 3D models are rendered. They are all there, in front of your eyes! That also encouraged me to learn new programming languages so that I can read codes that wasn't written in C++. I learned the basics of a bunch of them in a pretty short amount of time since C++ had got me the fundamentals. I learned JavaScript for mobile app, Python for machine learning, HTML and CSS for website design, MySQL for database management and C for embed systems and low-level abstracts.

A sea of knowledge is right there in front of me. All I needed is to have the will and the determination to learn and push myself forward with the knowledge provided by brilliant people around the world. I was lucky to be born in this era, so I will try my best to take the advantages.

…and make our world a better place

All of the above things lead me to the conclusion: This is the peak of software industry! There currently isn't any better philosophy about software designing than FOSS: People have ideas, they write the building blocks for it and then published it to the world; If their projects are viewed to have potential or helpful by many people, those who have the knowledge will help to make it better and better, while everyone can use the tool for free. Being free helps the tool to be more accessible, and being open source at the same time helps to spread the knowledge faster and to more people who can potentially be the next one to have new ideas to start the loop again. Humanity can be benefitted from FOSS both on social connectivity and educational purposes.

That's why I decided to dive deeper into the community and contribute to the great deeds. I want to help making the tools better and maintaining this vast pool of knowledge for next generations. To me, this is another form of doing charity. It doesn't have to always be money or food. I don't have plenty of those so I will try to help the world with what I'm good at. That's what I meant when I said I want to make our world a better place: It's about sharing the knowledge to push our world forward, not to hide it away and use it as a mean of squeezing out as much money as possible.

That doesn't mean that I offend and dislike proprietary software. Without them, no one would want to be a software developer. People needs to make money with their professions. However, to live in a world where such software dominates our life is a nightmare when knowledge is kept secret and restrict the possibility of computer to only people who can afford. Luckily, our world isn't in that state (yet). FOSS doesn't run the world directly, but it is the fundamental of our digital world. Linux is one of those building blocks. The Internet, Android phones, traffic lights and even some modern microwaves have Linux as their workhorse. Proprietary software is inevitable, but let it take over our life isn't the best thing that could happen.

To achieve that, I need to be well-prepared

Since this is a mean of charity, I also need to get myself a stable job as a software developer after graduated from university. By contributing to the FOSS community, I believe that I can learn and gather a lot more experience than just reading through the code written by someone. It would help me a lot for my future job interviews with the bonus knowledge besides university courses. However, differs from learning a programming language, not many people teach you how should one start their journey as a FOSS contributor and also the path to choose or decisions to make. That's why I still hesitate to be more influencing, because I'm afraid that I will bring a wrong mindset when taking my first steps or making immature decisions. That's why I need someone who has more experience in this field to help orientating me and help me to have a more proper view about FOSS community. I ultimately decided that person should be Bryan Poerwoatmodjo.

There are two main reasons for my decision. First of all, I was suggested to by a friend in my E-Sport team. The nickname he used online is Owflovd. He is a software developer and a long time moderator/contributor of the GNOME and i3 project, and currently working on GNOME+System76 project. Owflovd happens to know Bryan when he requested to include i3 into the installation media of his then newly released operating system called EndeavourOS. The tool isn't normally come with an operating system as a default since it can mess up the installation and the graphics, so Owflovd worked with Bryan and his team to sort things out. After the job is done, he had already getting on quite well with the EndeavourOS crew and their bond strengthen as time goes by. That's why among many other people he suggested me to reach out to Bryan. However, he also suggested some other people too, but the reason that I ended up choosing Bryan is because he is a project leader. I believe that I can learn more from a person who has the perspective of a contributor, a moderator and a leader. Furthermore, managing an operating system has a much heavier workload than individual software since many low-level components need to be constantly monitored and patched, and the security problems are much more critical to the product too. I would love to know how one can manage the team to effectively achieve such things.

Owflovd helped me to get me in touch with Bryan after asking him whether he would be willing to answer an interview from a university student with interest in becoming a FOSS contributor. I first contact him and make a brief introduction about myself and the reasons of the interview. He was willing to help me out.

III. What I Learned

After the interview with Mr. Bryan Poerwoatmodjo, I learned a lot. The first thing is that, before you can manage a project, you must know how you manage your life.

1. Life, work, and FOSS

Regardless of who you are, or how successful you have been in life, family must always be your first priority. You can find a new job quickly, but can never find new parents, and building again a new family was never an easy task. That's why one must appreciate every moment they are being able to interact with and take care for their family members.

After that, full-time job must be prioritized above all things that doesn't make you money. One should commit his time to finish the tasks they were handed in time. Hard-work is required for a stable job, especially as a software developer, whose progress can be precisely monitored and can affect the overall pace of a project. Discipline and commitment to the job will help you to ensure a stable income. However, it doesn't mean that you should be at work all the time. After completed 80-90% of the given tasks, stand up, do some leisure activities and just enjoying life. Doing so can prevent long term burn-out and stress. Your life isn't just you and your computer.

During that free-time, if you are willing to be more helpful with the community, take sometime to make contribution to FOSS projects. Just reading through some recently pulled requests' code and you can subconsciously learn with a relax mindset; doing some feature requests is also appreciated by the community. Those small acts would help to increase the interaction you have with the communities. And when you had finished some major works or on a vacation, bug fixing and micro-patching is an effective way for your mind to stay sharp and maintain the muscle memory, while also help perfecting a project. The best thing of this is that no one is pushing you, and you can do it whenever you feel like.

When you finally have proper time schedule for all three major aspect of life and decided to be more involve in the FOSS community, have a proper mindset is

important so that you won't be slapped in the face after just received that shiny "Contributor" badge.

2. What to expect?

First and foremost, just to be clear, don't expect to be paid, even if you set-up a whole project yourself. There will be some people who appreciate your work and donate you, but it is best to keep the mindset of doing this as a hobby and not a job. So what do you get when making contributions? Short answer: personal experience and respects.

When you are a contributor, one of the most important skill you need and will eventually get better at is remote communication. It can be through Issue submissions, forum posts or direct messages. Follow the guidelines to let people help you faster and later on you will appreciate them as a helper. Beside that, you will also be able to learn new concepts and improve your code via the comments left by other contributors or just by looking at others' pull requests. Some of them might include solutions or methods that you might haven't think of. For me, this is an effective way to learn code at the above-intermediate level, when things that people tell on YouTube or forums might not bring you new knowledge anymore. That's the beauty of FOSS: the knowledge are out there, available for everyone; all you need is patience and the will to learn to keep improving yourself.

For computer science students and new hires, being a FOSS contributor will provide you a much better understanding and applicability of the concepts and theories you learned in university. You would also improve the code reading skill and familiar yourself with the general styles of writing code since most of them are written and approved by knowledgeable people. This soft skill is essential for every computer scientists and will help you a lot when joining a team in a company.

When you become more of an experienced developer, you might have some major contributions to the FOSS community, such as new methods to optimize a solution to an algorithmic problem or discovering of security holes, you would earn yourself some reputation and respect from the community. This can further increase your chance of being more likely to received some good deals by major companies.

If all of the mentioned reasons sound reasonable to you and had convinced you to be more involve in the FOSS community, getting yourself prepare with the decent tools will further optimize your workflow.

3. How to get start?

GitHub has been to go-to solution for both individuals and corporations for years now. Getting yourself familiar with the tool will be the first step of your journey to the FOSS wonderland. This platform is superior in almost every aspects: it's fast, it's popular, it's intuitive, it's feature-pack, and most importantly, it's engine *git* is open source. Most of its competitors lock some features behind pay walls, thus not accessible and fond of by many people. Furthermore, getting used to using GitHub will also increase your chance of being hired since most tech companies host their project's source codes on GitHub (of course, privately). Having employees who already know to use the tool effectively would save them time and money.

If your project needs cloud computing or remote server hosting, AWS should be a reasonable option. This is also a widely used and proven platform, and similar to GitHub, many companies used it. The cost-to-performance ratio is great for both individuals and companies. However, save yourself some money if you ever need a tool to host your personal website or package deployment. GitHub, Docker or even local server would be a much more cost efficient (since they are free). Minimalizing cost is important for FOSS project to be sustainable.

Those should be good starting points for pretty much every developers out there and most other platforms follow their model so no need to worry about having to do platform-hopping in the next few decades.

With all of the beautiful things said above, would FOSS be the future of the software industry, or will it slowly fade out from the technology world eventually?

4. The future of FOSS

For many people, FOSS is just a trend in the modern technology world and will probably die out in the next few decades. But for the insiders, they believe that this is not only a trend but a philosophy. They are people with good deeds: to spread the knowledge, to create great things for the mass without the intention of making profits from them. They want to make the world a better place through their professions and talents. FOSS also helps to connect people with same interest with each other to build communities of talented people with similar visions. Furthermore, some tools also made it possible for the world to know about the talents that would have never been recognized if all we have are proprietary and paid software.

However, FOSS projects would remain to be the building blocks for our world and tools for individuals. It wouldn't run our digital world directly, but the codes that contributed by the community will be used by companies to further optimized their product. We can't expect to live in a world of FOSS software anytime soon. We still need proprietary software and people to administrate them, and software developers need to make money.

But FOSS will always exist and can only be kill off by the authorities, or if there's no more good developers alive on this world (which is very unlikely).

IV. Self Reflection

1. What question and response do you feel provided you with the most valuable piece of information in this interview? Why?

For me, the question and response about the benefits of being a FOSS moderator and/or contributor holds the most value. It helps encourage me that it is not really about the work I am able and willing to contribute; it is more about what I will learn when expose myself to the works and thinking processes of other brilliant minds. It's a win-win situation: I learn new things from people and, with those knowledge, will later on be that 'brilliant' person and help contributing to the project, and the process goes on and on with younger people emerge themselves into the community. This used to be a mind-boggling question I encountered, and lucky it was answered thoroughly. It had helped me to confidently become a contributor, knowing that things I did will not get back to haunt me, but to improve my skill and extend my knowledge in programming professions. Starting with small actions like minor bug fixes, I believe that it will pave my way to become what I imagined: a person who contributed to greater things for the world.

2. If you could conduct the interview again, what might be something you would ask or do differently? Why?

I wouldn't have asked about how a FOSS developer is viewed. It is a pretty excessive question since, as Mr. Bryan said, we are all software developers and computer scientists. Being a FOSS developer is viewed equally as a person who belongs to a community. I would instead ask more about what should I prepare myself to be a project leader. I regret not asking it since he is a leader of a considerably large project, and having some ideas on how to be one would have been a major help when I decided to start a project myself.

3. What would you consider to be your greatest strength in conducting this interview? Why?

I think that my fundamental knowledge about this matter had given me a chance to ask about more advanced and insight questions that not many people prefer to talk about, or it just too widely varied. Moreover, having a person who you know exactly who they are and what they had achieved is great since their answers will be more specific to what you are interested in. I also considered my strength when conducting this interview to be having a leader as the interviewee. It helped me to have have the view the person who leads the moderators and contributors, and help to orientate me in the better way.

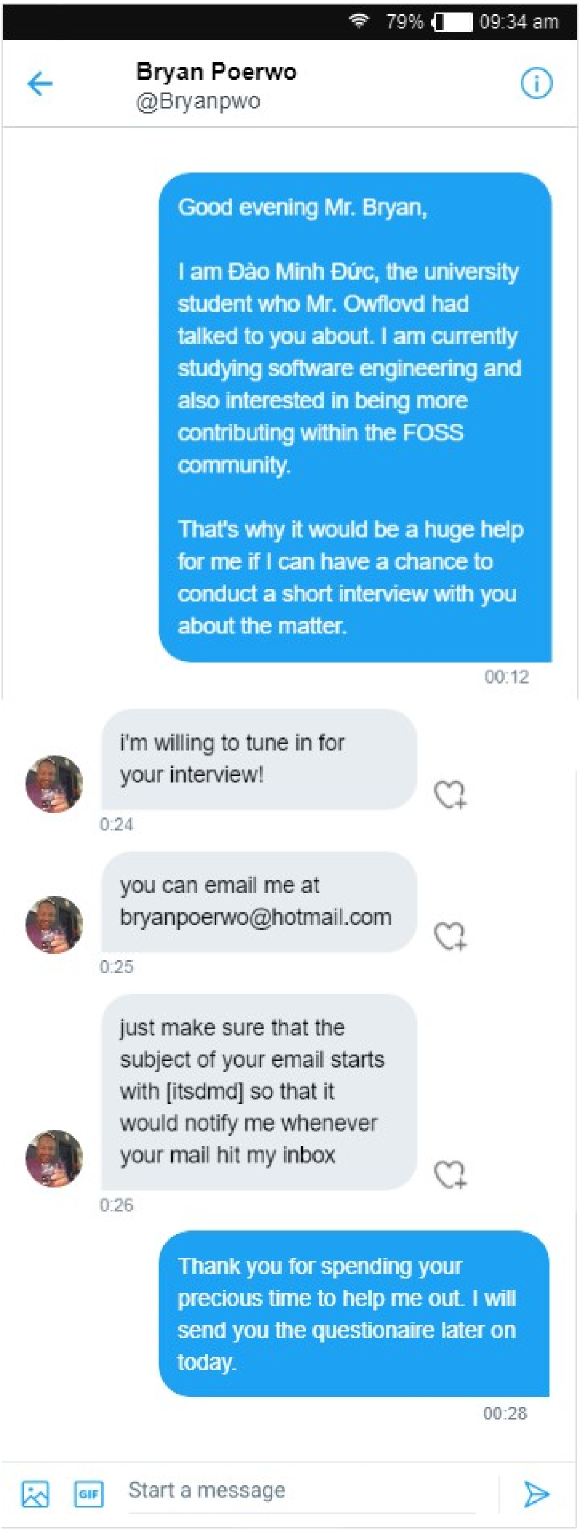
V. Conclusions

Through this interview with Mr. Bryan Poerwoatmodjo, I had achieved my goal: to better prepare myself with the help of an insider. I now have more confident to be more involved in FOSS community, with the advice from the EndeavourOS project leader himself. Furthermore, it consolidate my belief in the FOSS, its community, its missions and its future. I was so grateful to have a chance to learn from the professional as his understanding about the subject is deeper than those who are just doing them as a hobby. It is now time for me to take action. Mr. Bryan spent his valuable time to help me, and I will utilize these knowledge to better improve myself and make start making contributions to the world.

Beside that, I believe that I had got better in having a more professional conversation with people who I don't have a close relationship with. This is the first time I conduct an interview like this, and thanks to Ms. Lien Le's guidance, I was able to push myself out of my comfort zone to learn things that would otherwise took me much more time.

Appendix

Screenshots



Bryan Poerwo
@Bryanpwo

Good evening Mr. Bryan,

I am Đào Minh Đức, the university student who Mr. Owflovd had talked to you about. I am currently studying software engineering and also interested in being more contributing within the FOSS community.

That's why it would be a huge help for me if I can have a chance to conduct a short interview with you about the matter.

00:12

i'm willing to tune in for your interview!

0:24

you can email me at bryanpoerwo@hotmail.com

0:25

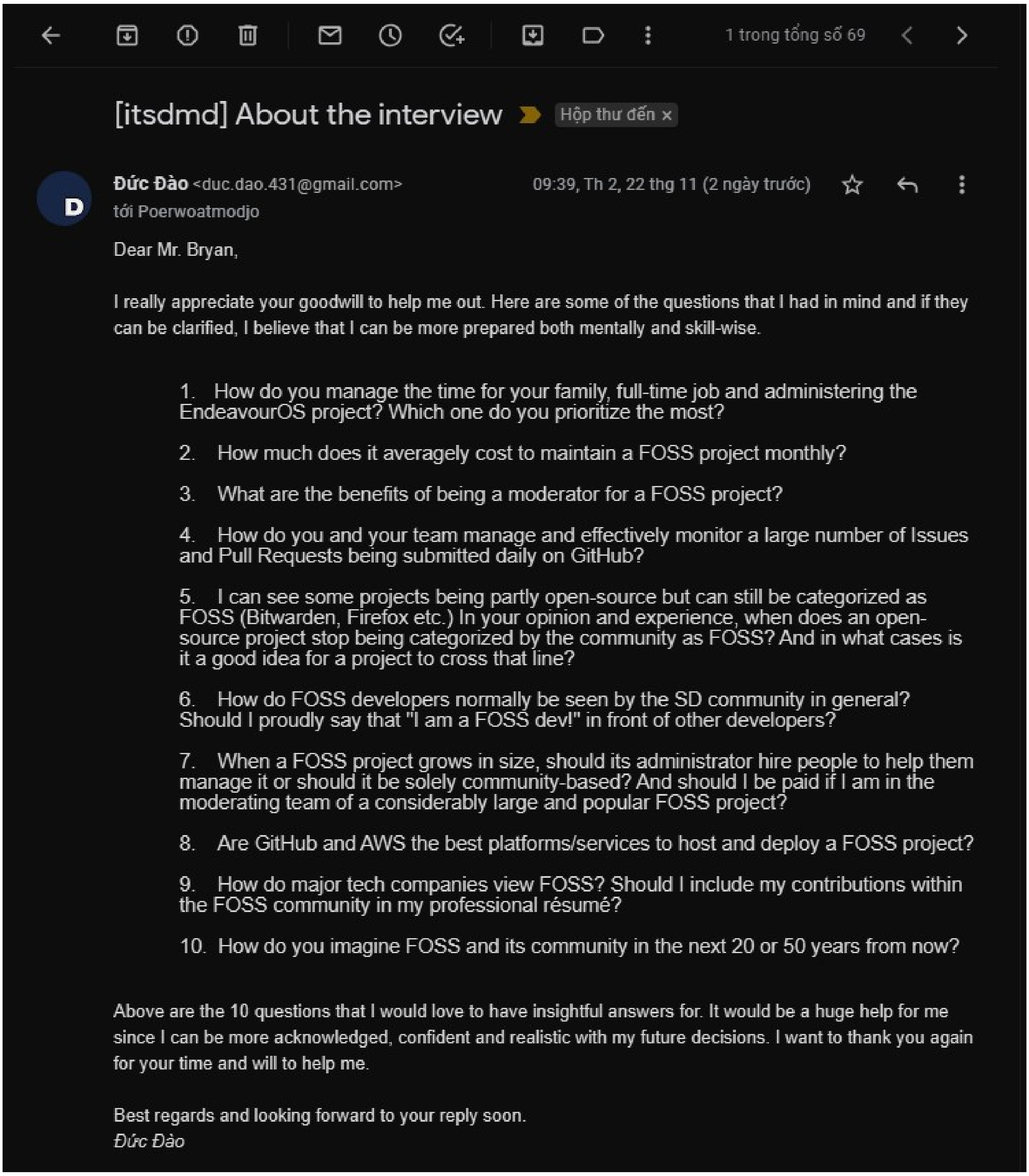
just make sure that the subject of your email starts with [itsdmd] so that it would notify me whenever your mail hit my inbox

0:26

Thank you for spending your precious time to help me out. I will send you the questionaire later on today.

00:28

I first contacted Mr. Bryan via Twitter (as Mr. Owflovd suggested) on the morning of 22nd November 2021 to ask him for the interview permission. I sent at 00:10 local time so that he can receive the mail at 06:00 PM his local time.



[itsdmd] About the interview

Đức Đào <duc.dao.431@gmail.com> 09:39, Th 2, 22 thg 11 (2 ngày trước)
tới Poerwoatmodjo

Dear Mr. Bryan,

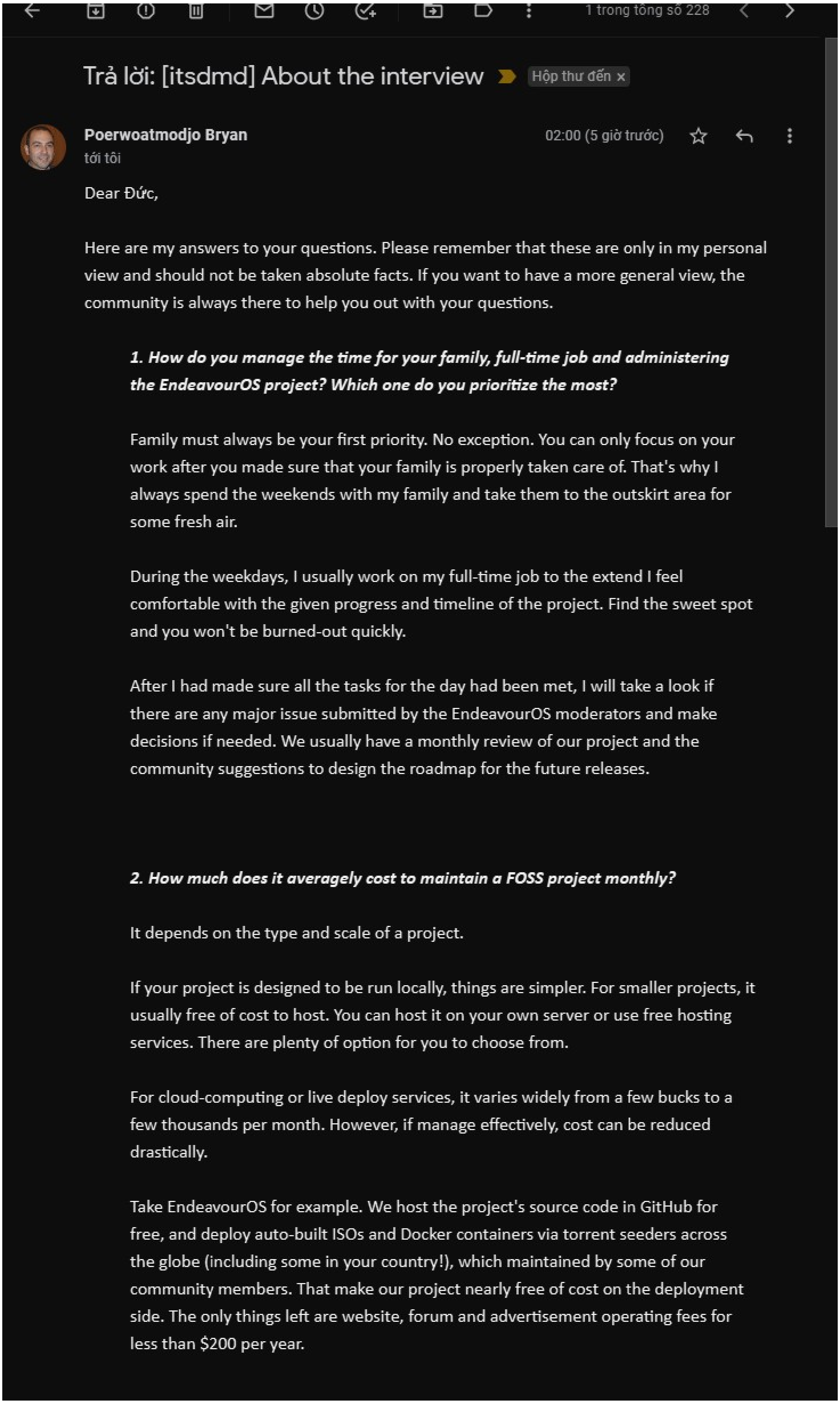
I really appreciate your goodwill to help me out. Here are some of the questions that I had in mind and if they can be clarified, I believe that I can be more prepared both mentally and skill-wise.

1. How do you manage the time for your family, full-time job and administering the EndeavourOS project? Which one do you prioritize the most?
2. How much does it averagely cost to maintain a FOSS project monthly?
3. What are the benefits of being a moderator for a FOSS project?
4. How do you and your team manage and effectively monitor a large number of Issues and Pull Requests being submitted daily on GitHub?
5. I can see some projects being partly open-source but can still be categorized as FOSS (Bitwarden, Firefox etc.) In your opinion and experience, when does an open-source project stop being categorized by the community as FOSS? And in what cases is it a good idea for a project to cross that line?
6. How do FOSS developers normally be seen by the SD community in general? Should I proudly say that "I am a FOSS dev!" in front of other developers?
7. When a FOSS project grows in size, should its administrator hire people to help them manage it or should it be solely community-based? And should I be paid if I am in the moderating team of a considerably large and popular FOSS project?
8. Are GitHub and AWS the best platforms/services to host and deploy a FOSS project?
9. How do major tech companies view FOSS? Should I include my contributions within the FOSS community in my professional résumé?
10. How do you imagine FOSS and its community in the next 20 or 50 years from now?

Above are the 10 questions that I would love to have insightful answers for. It would be a huge help for me since I can be more acknowledged, confident and realistic with my future decisions. I want to thank you again for your time and will to help me.

Best regards and looking forward to your reply soon.
Đức Đào

My questionnaire email (sent at 09:40 AM, 22nd November 2021)



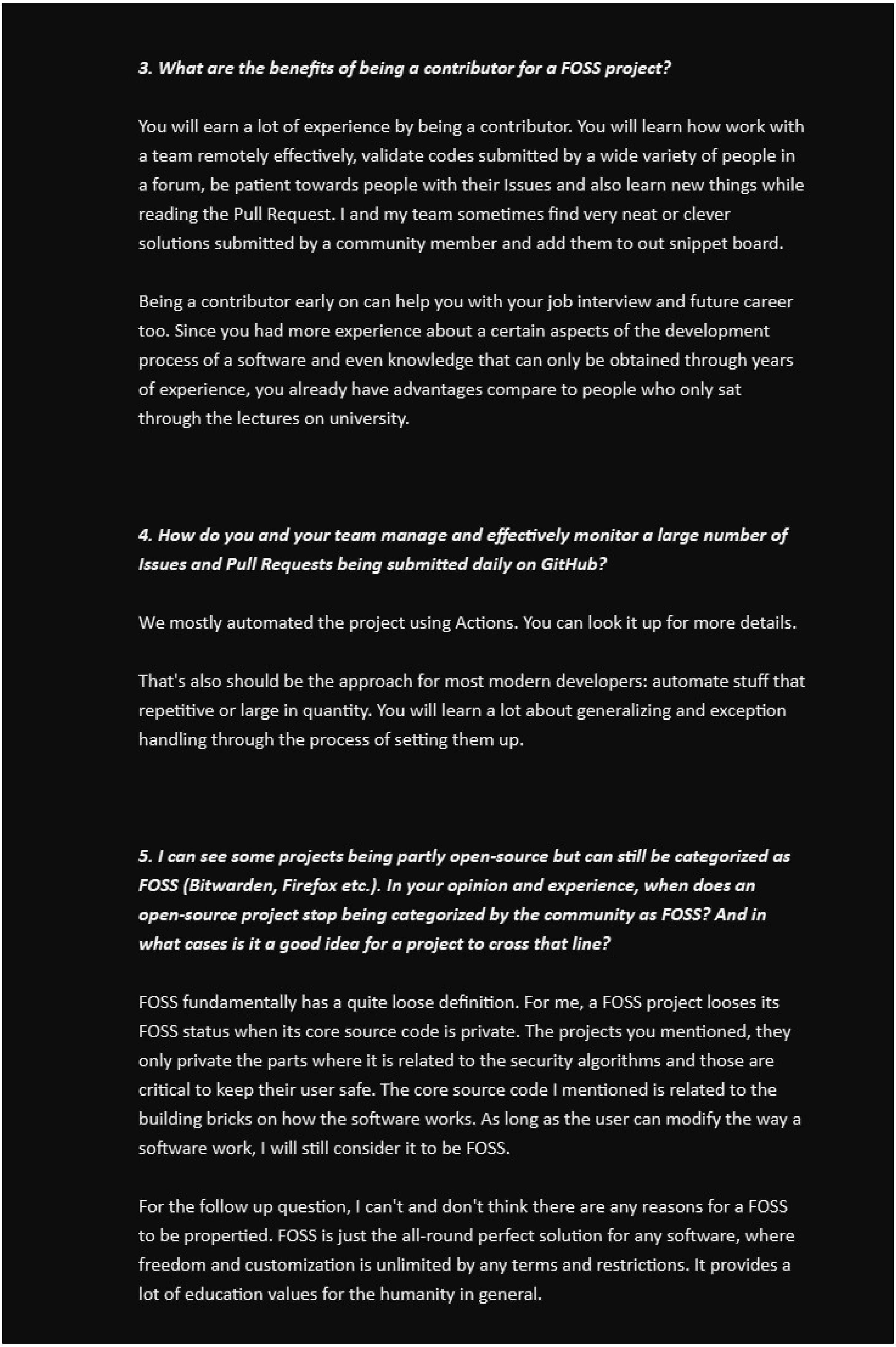
Trả lời: [itsdmd] About the interview

Poerwoatmodjo Bryan
tới tôi

Dear Đức,

Here are my answers to your questions. Please remember that these are only in my personal view and should not be taken absolute facts. If you want to have a more general view, the community is always there to help you out with your questions.

> ***1. How do you manage the time for your family, full-time job and administering the EndeavourOS project? Which one do you prioritize the most?***
>
> Family must always be your first priority. No exception. You can only focus on your work after you made sure that your family is properly taken care of. That's why I always spend the weekends with my family and take them to the outskirt area for some fresh air.
>
> During the weekdays, I usually work on my full-time job to the extend I feel comfortable with the given progress and timeline of the project. Find the sweet spot and you won't be burned-out quickly.
>
> After I had made sure all the tasks for the day had been met, I will take a look if there are any major issue submitted by the EndeavourOS moderators and make decisions if needed. We usually have a monthly review of our project and the community suggestions to design the roadmap for the future releases.
>
> ***2. How much does it averagely cost to maintain a FOSS project monthly?***
>
> It depends on the type and scale of a project.
>
> If your project is designed to be run locally, things are simpler. For smaller projects, it usually free of cost to host. You can host it on your own server or use free hosting services. There are plenty of option for you to choose from.
>
> For cloud-computing or live deploy services, it varies widely from a few bucks to a few thousands per month. However, if manage effectively, cost can be reduced drastically.
>
> Take EndeavourOS for example. We host the project's source code in GitHub for free, and deploy auto-built ISOs and Docker containers via torrent seeders across the globe (including some in your country!), which maintained by some of our community members. That make our project nearly free of cost on the deployment side. The only things left are website, forum and advertisement operating fees for less than $200 per year.



3. What are the benefits of being a contributor for a FOSS project?

You will earn a lot of experience by being a contributor. You will learn how work with a team remotely effectively, validate codes submitted by a wide variety of people in a forum, be patient towards people with their Issues and also learn new things while reading the Pull Request. I and my team sometimes find very neat or clever solutions submitted by a community member and add them to out snippet board.

Being a contributor early on can help you with your job interview and future career too. Since you had more experience about a certain aspects of the development process of a software and even knowledge that can only be obtained through years of experience, you already have advantages compare to people who only sat through the lectures on university.

4. How do you and your team manage and effectively monitor a large number of Issues and Pull Requests being submitted daily on GitHub?

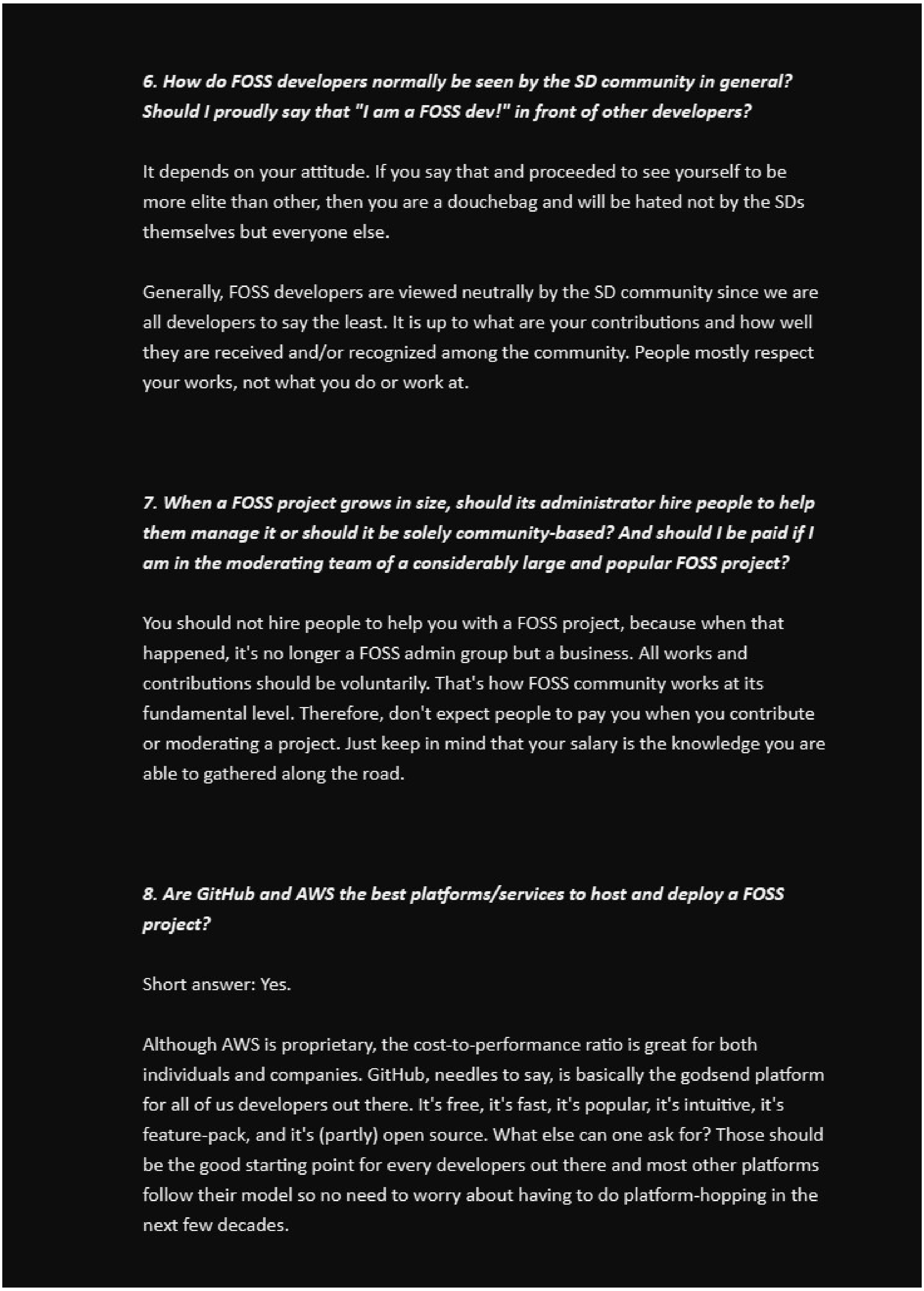
We mostly automated the project using Actions. You can look it up for more details.

That's also should be the approach for most modern developers: automate stuff that repetitive or large in quantity. You will learn a lot about generalizing and exception handling through the process of setting them up.

5. I can see some projects being partly open-source but can still be categorized as FOSS (Bitwarden, Firefox etc.). In your opinion and experience, when does an open-source project stop being categorized by the community as FOSS? And in what cases is it a good idea for a project to cross that line?

FOSS fundamentally has a quite loose definition. For me, a FOSS project looses its FOSS status when its core source code is private. The projects you mentioned, they only private the parts where it is related to the security algorithms and those are critical to keep their user safe. The core source code I mentioned is related to the building bricks on how the software works. As long as the user can modify the way a software work, I will still consider it to be FOSS.

For the follow up question, I can't and don't think there are any reasons for a FOSS to be propertied. FOSS is just the all-round perfect solution for any software, where freedom and customization is unlimited by any terms and restrictions. It provides a lot of education values for the humanity in general.



6. How do FOSS developers normally be seen by the SD community in general? Should I proudly say that "I am a FOSS dev!" in front of other developers?

It depends on your attitude. If you say that and proceeded to see yourself to be more elite than other, then you are a douchebag and will be hated not by the SDs themselves but everyone else.

Generally, FOSS developers are viewed neutrally by the SD community since we are all developers to say the least. It is up to what are your contributions and how well they are received and/or recognized among the community. People mostly respect your works, not what you do or work at.

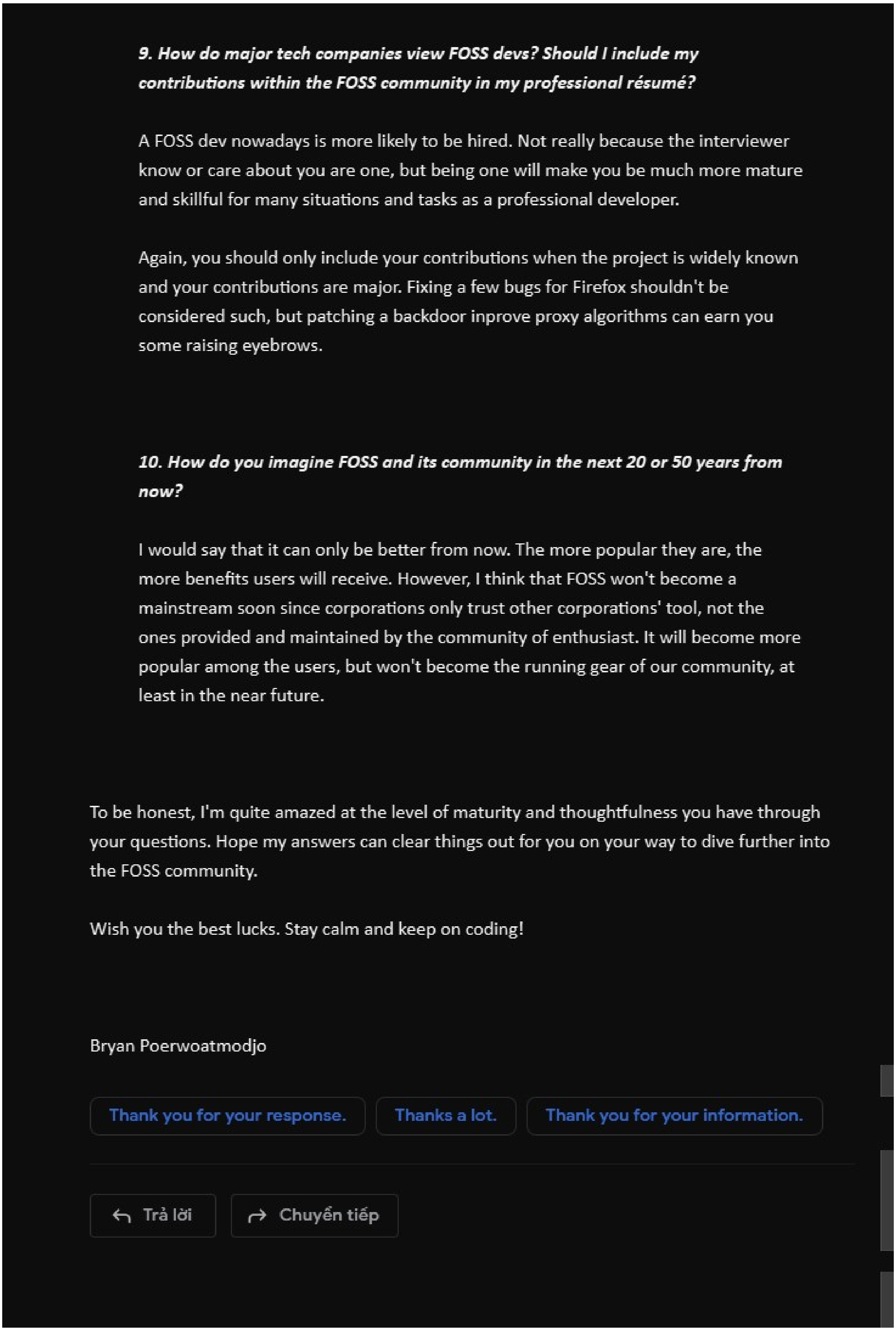
7. When a FOSS project grows in size, should its administrator hire people to help them manage it or should it be solely community-based? And should I be paid if I am in the moderating team of a considerably large and popular FOSS project?

You should not hire people to help you with a FOSS project, because when that happened, it's no longer a FOSS admin group but a business. All works and contributions should be voluntarily. That's how FOSS community works at its fundamental level. Therefore, don't expect people to pay you when you contribute or moderating a project. Just keep in mind that your salary is the knowledge you are able to gathered along the road.

8. Are GitHub and AWS the best platforms/services to host and deploy a FOSS project?

Short answer: Yes.

Although AWS is proprietary, the cost-to-performance ratio is great for both individuals and companies. GitHub, needles to say, is basically the godsend platform for all of us developers out there. It's free, it's fast, it's popular, it's intuitive, it's feature-pack, and it's (partly) open source. What else can one ask for? Those should be the good starting point for every developers out there and most other platforms follow their model so no need to worry about having to do platform-hopping in the next few decades.



9. How do major tech companies view FOSS devs? Should I include my contributions within the FOSS community in my professional résumé?

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Again, you should only include your contributions when the project is widely known and your contributions are major. Fixing a few bugs for Firefox shouldn't be considered such, but patching a backdoor inprove proxy algorithms can earn you some raising eyebrows.

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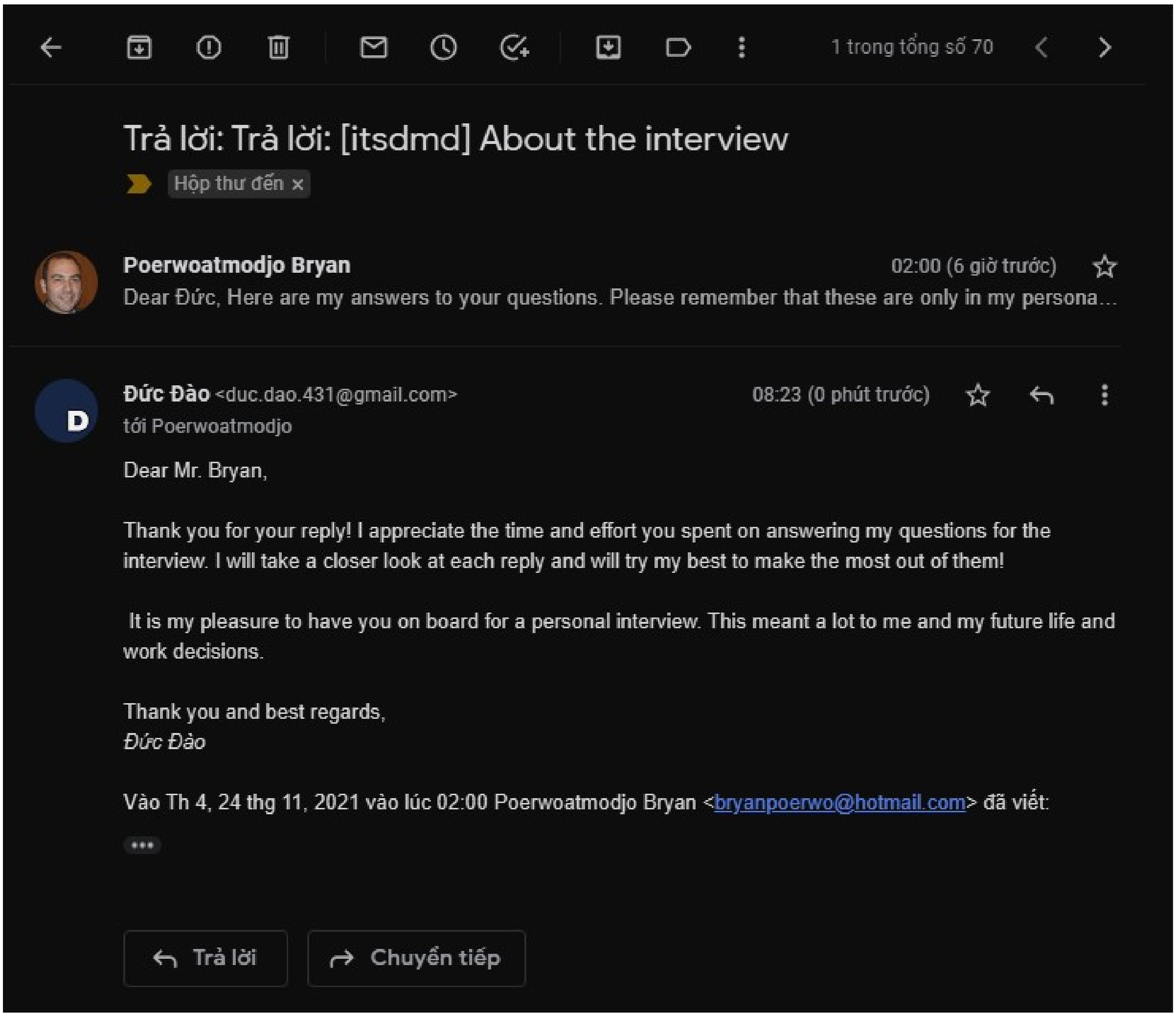
To be honest, I'm quite amazed at the level of maturity and thoughtfulness you have through your questions. Hope my answers can clear things out for you on your way to dive further into the FOSS community.

Wish you the best lucks. Stay calm and keep on coding!

Bryan Poerwoatmodjo

Mr. Bryan's reply (received at 2:00 AM, 24th November 2021 local time)



Trả lời: Trả lời: [itsdmd] About the interview

Poerwoatmodjo Bryan 02:00 (6 giờ trước)

Dear Đức, Here are my answers to your questions. Please remember that these are only in my persona...

Đức Đào <duc.dao.431@gmail.com> 08:23 (0 phút trước)

tới Poerwoatmodjo

Dear Mr. Bryan,

Thank you for your reply! I appreciate the time and effort you spent on answering my questions for the interview. I will take a closer look at each reply and will try my best to make the most out of them!

It is my pleasure to have you on board for a personal interview. This meant a lot to me and my future life and work decisions.

Thank you and best regards,
Đức Đào

Vào Th 4, 24 thg 11, 2021 vào lúc 02:00 Poerwoatmodjo Bryan <bryanpoerwo@hotmail.com> đã viết:

My closing email (sent at 08:23 AM, 24th November 2021)

Transcript

Twitter Messages

Me: Good evening Mr. Bryan,

I am Đào Minh Đức, the university student who Mr. Owflovd had talked to you about. I am currently studying software engineering and also interested in being more contributing within the FOSS community.

That's why it would be a huge help for me if I can have a chance to conduct a short interview with you about the matter

Mr. Bryan: i'm willing to tune in for your interview!

you can email me at bryanpoerwo@hotmail.com

just make sure that the subject of your email starts with [itsdmd] so that it would notify me whenever your mail hit my inbox

Me: Thank you for spending your precious time to help me out. I will send you the questionnaire later on today.

> *Side note: He already stated to Mr. Owflovd that he wants the interview to happen via email since we are 6 hours apart in terms of time zone, and with his tight schedule, a live interview is very difficult to be conducted.*

My questionnaire email

Dear Mr. Bryan,

I really appreciate your goodwill to help me out. Here are some of the questions that I had in mind and if they can be clarified, I believe that I can be more prepared both mentally and skill-wise.

1. How do you manage the time for your family, full-time job and administering the EndeavourOS project? Which one do you prioritize the most?
2. How much does it averagely cost to maintain a FOSS project monthly?
3. What are the benefits of being a moderator for a FOSS project?
4. How do you and your team manage and effectively monitor a large number of Issues and Pull Requests being submitted daily on GitHub?
5. I can see some projects being partly open-source but can still be categorized as FOSS (Bitwarden, Firefox etc.) In your opinion and experience,

when does an open-source project stop being categorized by the community as FOSS? And in what cases is it a good idea for a project to cross that line?

6. How do FOSS developers normally be seen by the SD community in general? Should I proudly say that "I am a FOSS dev!" in front of other developers?

7. When a FOSS project grows in size, should its administrator hire people to help them manage it or should it be solely community-based? And should I be paid if I am in the moderating team of a considerably large and popular FOSS project?

8. Are GitHub and AWS the best platforms/services to host and deploy a FOSS project?

9. How do major tech companies view FOSS? Should I include my contributions within the FOSS community in my professional résumé?

10. How do you imagine FOSS and its community in the next 20 or 50 years from now?

Above are the 10 questions that I would love to have insightful answers for. It would be a huge help for me since I can be more acknowledged, confident and realistic with my future decisions. I want to thank you again for your time and will to help me.

Best regards and looking forward to your reply soon.

Đức Đào

Mr. Bryan's reply email

Dear Đức,

Here are my answers to your questions. Please remember that these are only in my personal view and should not be taken absolute facts. If you want to have a more general view, the community is always there to help you out with your questions.

1. How do you manage the time for your family, full-time job and administering the EndeavourOS project? Which one do you prioritize the most?

Family must always be your first priority. No exception. You can only focus on your work after you made sure that your family is properly taken care of. That's why I always spend the weekends with my family and take them to the outskirt area for some fresh air.

During the weekdays, I usually work on my full-time job to the extend I feel comfortable with the given progress and timeline of the project. Find the sweet spot and you won't be burned-out quickly.

After I had made sure all the tasks for the day had been met, I will take a look if there are any major issue submitted by the EndeavourOS moderators and make decisions if needed. We usually have a monthly review of our project and the community suggestions to design the roadmap for the future releases.

2. How much does it averagely cost to maintain a FOSS project monthly?

It depends on the type and scale of a project.

If your project is designed to be run locally, things are simpler.

For smaller projects, it usually free of cost to host. You can host it on your own server or use free hosting services. There are plenty of option for you to choose from.

For cloud-computing or live deploy services, it varies widely from a few bucks to a few thousands per month. However, if manage effectively, cost can be reduced drastically.

Take EndeavourOS for example. We host the project's source code in GitHub for free, and deploy auto-built ISOs and Docker containers via torrent seeders across the globe (including some in your country!), which maintained by some of our community members. That make our project nearly free of cost on the deployment side. The only things left are website, forum and advertisement operating fees for less than $200 per year.

3. What are the benefits of being a moderator for a FOSS project?

You will earn a lot of experience by being a mod. You will learn how work with a team remotely effectively, validate codes submitted by a wide variety of people in a forum, be patient towards people with their Issues and also learn new things while reading the Pull Request. I and my team sometimes find very neat or clever solutions submitted by a community member and add them to out snippet board.

Being a moderator can help you with your job interview and future career too. Since you had more experience about a certain aspects of the development process of a software and even knowledge that can only be obtained through years of experience, you already have advantages compare to people

who only sat through the lectures on university.

4. How do you and your team manage and effectively monitor a large number of Issues and Pull Requests being

> **submitted daily on GitHub?**
>
> We mostly automated the project using Actions. You can look it up for more details.
>
> That's also should be the approach for most modern developers: automate stuff that repetitive or large in quantity. You will learn a lot about generalizing and exception handling through the process of setting them up.

> **5. I can see some projects being partly open-source but can still be categorized as FOSS (Bitwarden, Firefox etc.). In your opinion and experience, when does an open-source project stop being categorized by the community as FOSS? And in what cases is it a good idea for a project to cross that line?**
>
> FOSS fundamentally has a quite loose definition. For me, a
>
> FOSS project looses its FOSS status when its core source code
>
> is private. The projects you mentioned, they only private the parts where it is related to the security algorithms and those are critical to keep their user safe. The core source code I mentioned is
>
> related to the building bricks on how the software works. As long as the user can modify the way a software work, I will still consider it to be FOSS.
>
> For the follow up question, I can't and don't think there are any reasons for a FOSS to be propertied. FOSS is just the all-round perfect solution for any software, where freedom and customization is unlimited by any terms and restrictions. It provides a lot of education values for the humanity in general.

> ### 6. How do FOSS developers normally be seen by the SD community in general? Should I proudly say that "I am a FOSS dev!" in front of other developers?
>
> It depends on your attitude. If you say that and proceeded to see yourself to be more elite than other, then you are a douchebag and will be hated not by the SDs themselves but everyone else.
>
> Generally, FOSS developers are viewed neutrally by the SD community since we are all developers to say the least. It is up to what are your contributions and how well they are received and/or recognized among the community. People mostly respect your works, not what you do or work at.

> ### 7. When a FOSS project grows in size, should its administrator hire people to help them manage it or should it be solely community-based? And should I be paid if I am in the moderating team of a considerably large and popular FOSS project?
>
> You should not hire people to help you with a FOSS project, because when that happened, it's no longer a FOSS admin group but a business. All works and contributions should be voluntarily. That's how FOSS community works at its fundamental level. Therefore, don't expect people to pay you
>
> when you contribute or moderating a project. Just keep in mind that your salary is the knowledge you are able to gathered along the road.

8. Are GitHub and AWS the best platforms/services to host and deploy a FOSS project?

Short answer: Yes.

Although AWS is proprietary, the cost-to-performance ratio is great for both individuals and companies. GitHub, needles to say, is basically the godsend platform for all of us developers out there. It's free, it's fast, it's popular, it's intuitive, it's feature-pack, and it's (partly) open source. What else can one ask for? Those should be the good starting point for every developers out there and most other platforms follow their model so no need to worry about having to do platform-hopping in the next few decades.

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