**Early Adopter / Fast Adapter** - You have an instinct for technologies and techniques and you love trying things out.

**Inquisitive** - You tend to ask questions

**Critical Thinker** - When your colleagues says "because that's the way it's done", you are not contented, it's like feel challenged.

**Realistic** - You understand how difficult the problem, and how long it will take to be done.

**Jack of all Trades** - You familiarizing yourself with a broad range of technologies and environments, thought your job isn't for that.

**#Care about you craft** - You want your product to look / feel great, just think about how you’re doing it well, "personally whenever I'm doing something, I first think 'ano kaya kakalabasan nito?' sa tanong n yun andyan ung ssabihin nten 'bahala na, basta gumana ng tama' then I realized, hindi pala dapat gnon, kung gs2 nten maganda kalabasan ng gngwa nten, think about how we do it well from the start pa lang"

**#Think! About your work** – sa trabaho nten, minsan nwawalan tayo ng time isipin kung ano ggwin nten especially pag urgent. Pero ang challenge dito, regardless kung urgent o hinde. *“Think about what you're doing while you're doing it.”*

**Take Responsibility** – Alam naman nten to sa una pa lang, kung ano ung binigay saten n project, we should take full responsibility of it, kht hindi ikaw ang point person for a project pero involved ka.

**#Provide Options, Don’t make lame excuses** – kung may requirement ang client at sa tingin mo mahihirapan ka, wag kang magsasabi ng “hindi kaya to”, “hindi possible to”, we look forward to it muna kung kaya bang magawa, if hinde, we give acceptable **reasons not excuses**.

**Software Entrophy** – “Entrophy” from physics term meaning “disorder”.

**#Don’t live with broken windows** – sa programming, when we see a small bug ano gngwa nten? We fix it. Pag hinayaan nten na ganon lang sya, it may cause big problem sa buong system, sa designing pwede rin nten ipasok to, based on my experience sa pagging web/graphic designer, especially sa layouting, kailangan precise ang mga sukat ng bawat parts ng layout, na-experience ko dati, lumampas lng ako ng 2pixel, parang naging puzzle na ginulo ung template ko.

**#Be a catalyst for change** – *short story telling about stone soup.*

..after telling the story

After ko marinig ang story na to, sabi ko “ok ung mga sundalo ah para paraan”. Personally, naexperienced ko n yang ganyang pangyayari, dun sa dati kong work. May pinapagawa saken n project, nagssuggest ako ng kung ano ano para lng masatisfy ung gs2 nya until dumating sa point n, sinubukan kong gawin ung isa sa mga sinasuggest ko, nung nkita nya ung outcome natuwa sya, then he spen he’s money for it, bkt gumastos, kasi ung plugin hindi naman libre eh, trial lng.

**#Remember the big picture** – sabi nila pag naglagay k ng palaka sa kumukulong tubig para ilaga, hindi k magtatagumpay, tatalon at tatalon lng sya palabas ng pakuluan. Pero pag nilagay mo sya sa malamig ng tubig at unti unting pinainit mo hindi nya agad un mpapansin n umiinit n ung tubig at hindi sya tatalon hanggng sa maluto sya. ang aral dun ay wag kang maging palaka =)

**# Make quality a requirement issue** – tayo bilang programmer, madalas tayong involved sa mga trade-offs, especially sa mga client, kaya para makapagproduce tayo ng system n mkkpag satisfy sa knila, dapat iinvolved din nten sila, basically involved tlaga cla, pero may mga client kasi na hindi nagpaparamdam. Ano dapat ntin gawin? Follow ups and follow ups. Para isipin nila satin na, ongoing p rin ung project at hindi nten pinapabyaan

**Know when to stop** – pag ok na ang system at satisfy na ang client. Sit back and have some popcorns

**Your knowledge portfolio**

1. Invest regularly
2. Diversity
3. Manage risk
4. Buy low, sell high
5. Review and rebalance

**# Invest regulary in your knowledge portfolio**