- ~ Alumni Spotlight ~ Weekly Survey

The Most Wonderful Time...Of The Year

~ Tech Resources ~ Udemy Courses

A message from the leaders.

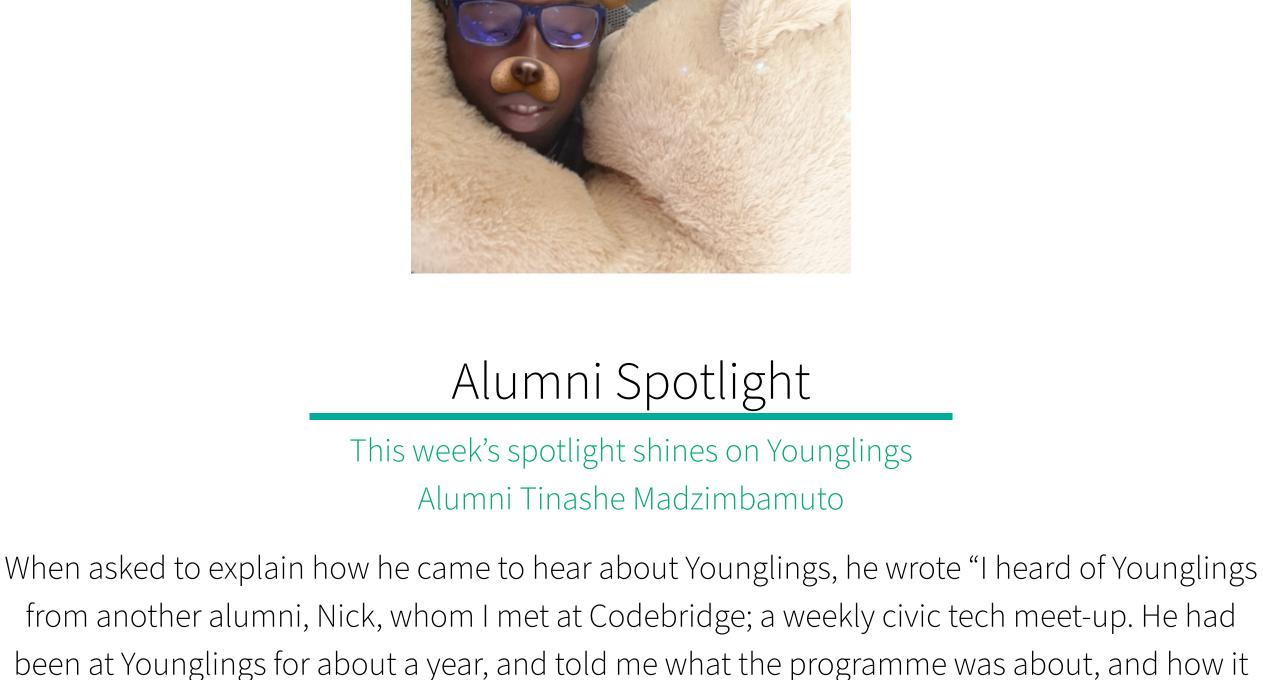
I'm not talking about Christmas here. Relax. I'm talking about September. (Fun Fact. The 21st

of September is one of few days of the year I look forward to. Why... You'll find out on Friday the 21st 🚱). Now, there is also something special for me to cherish about this September too. It's probably one of the biggest milestones for Younglings as we know it; Younglings is about to have 200 employees at one time. Yes, you heard right. In a few weeks there will be a time when you walk into the building and

see faces you haven't seen before. I would like to informally, welcome all the new people we

got from KidsInICT and Capacity/DEDAT to our huge family. Please don't be nervous. Culture at Younglings is as calm as you get with a tech company. Although your arrival comes at a time where you will kickstart a new system for everyone going forward. Gone are the days of a fully self-training system, Behold the new more guided, more lectured, self-training system.

Coming to a Younglings near you. September 2020 🞇 To the New Dawn Uncle Jeff



Tinashe then proceeded to talk about his first week at Younglings. "The first week was interesting. We had a few really good presentations from Alwyn, introducing us to the

programme, explaining why we're here and what Younglings is about, among other things.

From there he gave us our first challenge: we had two weeks to build our first application in

Outsystems. It was probably the toughest time we've ever had."

worked. It seemed super interesting. From there he managed to get me an interview, and I

started from there."

He spoke about how he came to choose his stream. "To be honest, I was pretty dead set on web development from the start. First, because web applications are just so much more accessible than mobile applications, and secondly, very few people at Younglings at the time were doing web development. I wanted to be the web dev guy."

We then asked the question "Are there any ways that you think Younglings impacted your

growth as a Software Developer and as a person?", to which Tinashe responded with "Yeah,

Younglings impacted my growth as a developer in a major way. Definitely through the people I

met: Bobby at the time was pretty much the best mobile developer around, Benny, Azra and

Russel; who I learned a lot about what game development is about from, Zach, who was just

one of those who really knows a little bit of everything, and a ton from Alwyn about conducting

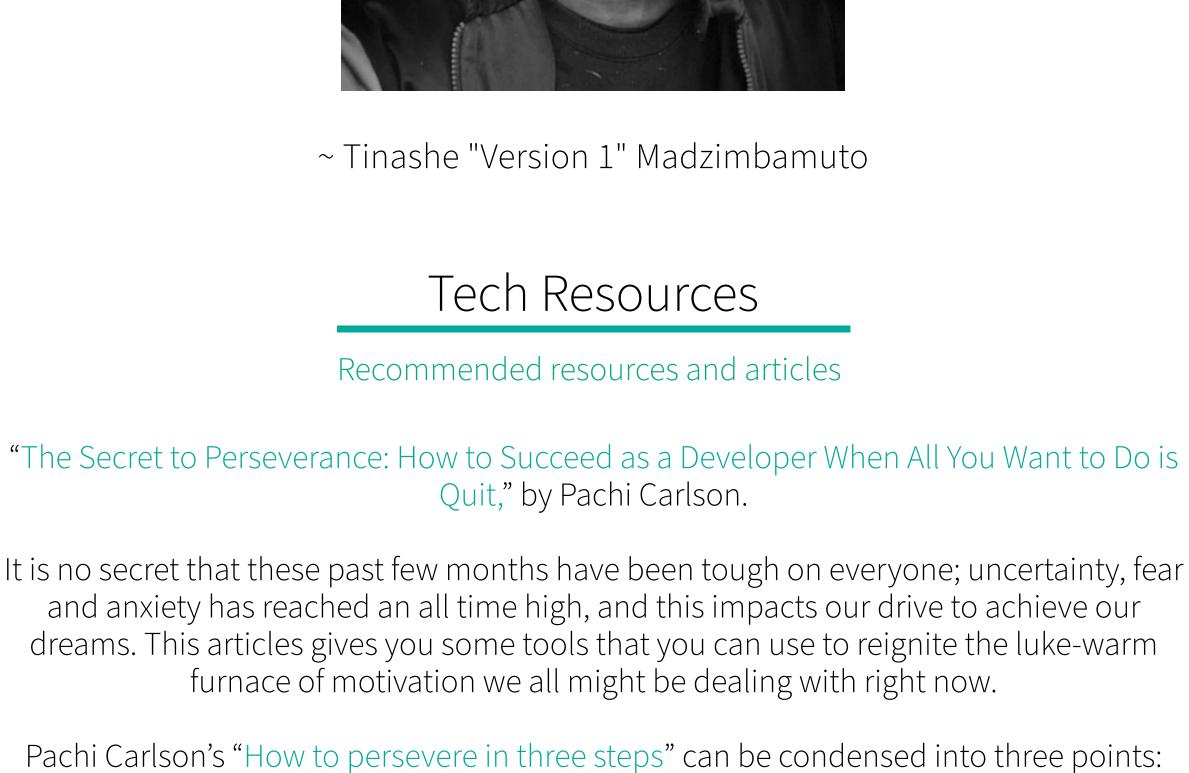
yourself as a developer around clients who don't need to know about the complexities behind

what you're showing them, and making what we do easy to understand."

He rounded off the interview by giving some advice to the current intake of first phazors. "Firstly, try not to choose a stream because it's the easy option. Think about the kind of things that you want to be able to build and work backwards from there by finding languages and/or tech stacks that are required. Also, you learn a lot more when you're trying to build real projects. Try to take a break from courses every so often to build your own projects from what you've learned. It puts concepts in context and you" have quite a bit of work to show your ability in the end."

We'd like to thank Tinashe for his time, and for giving us such valuable advice. We wish him a

prosperous and bright future.



"Everything You Need to Know About AWS S3" by Manish Shivanandhan. Working as developer means working with assets of various sizes, from the smallest

- Know your "why"

- Have a plan

The goal of Younglings is to empower young people with software development skills. Our whole journey at Younglings is with this focus in mind; to upskill ourselves, and at the end of this journey I am sure that we'd love to have our hard work pay off and get

Coding Playlists In a continuation of the previous newsletter's trend, a combination of inspirational, informative podcasts and banging beats will be highlighted once again. 1. Developer On Fire:

Even though this podcast hasn't been updated with new episodes in about a year, we still

recommend it for one reason; it allows software developers to tell their inspiring stories,

setting fellow developers ablaze with motivation. Ever in a coding rut; listen to Developer

On Fire over here: https://developeronfire.com/ to reignite the flames of your passion.

The episodes are available for download, so that you may listen to them at your leisure.

2. CppCast:

"CppCast is the first podcast for C++ developers by C++ developers!" A podcast featuring

fellow software develops discussing various C++ techniques and concepts, with

interviews of amazing C++ developers. You can listen to episodes of the podcast over

here: https://cppcast.com/

If you groove to electronic beats with a splash of funk, then this week's music

recommendation is just for you. Curated by Kyle Hovey, with over 2000 songs, this 207

hour playlist will have you bopping your head along to the beat of the music for many

coding sessions to come. Want to give it a try? Listen to it here: https://open.spotify.com/

playlist/30jFwegMo2oIUkXio2JCA8

Weekly Survey

Which of the following social networks you spend your most time on?

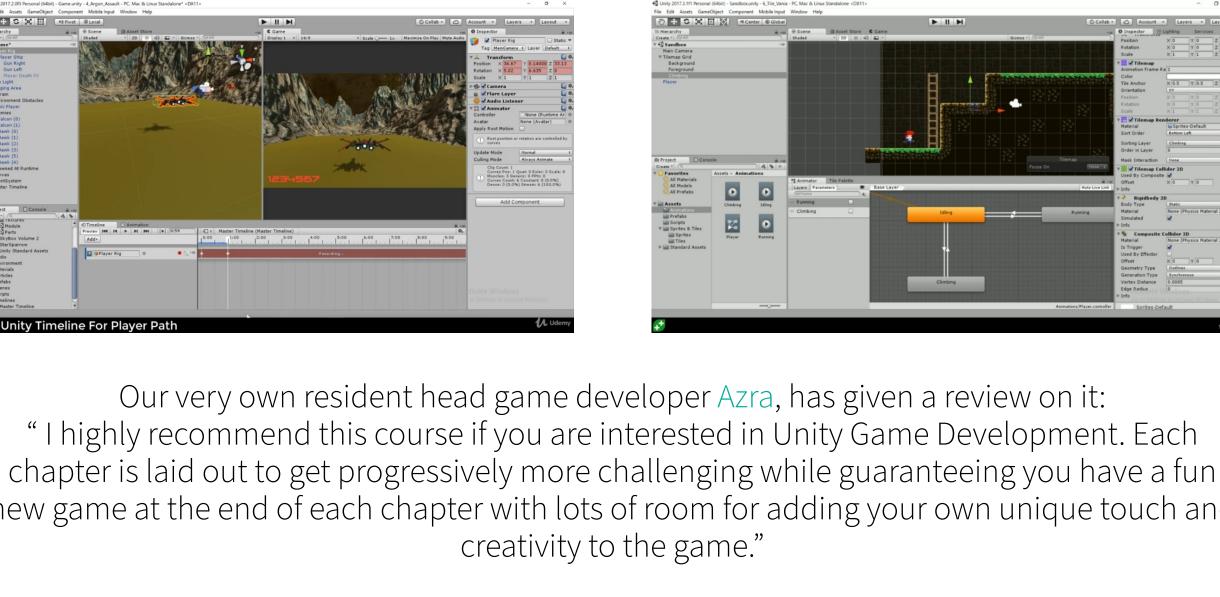
Twitter

Instagram

R140 R2,050 93% off Wishlist ♡ Share ≯ Gift this course What you'll learn What you'll learn 3 articles >> Full lifetime access oo Full lifetime access

As you can see the 2D course is currently 93% off, going for R140, and the 3D course is 90% off,

going for R215



Learn Unity in C# & Code Your First Seven 2D Video Games for Web, Mac & PC

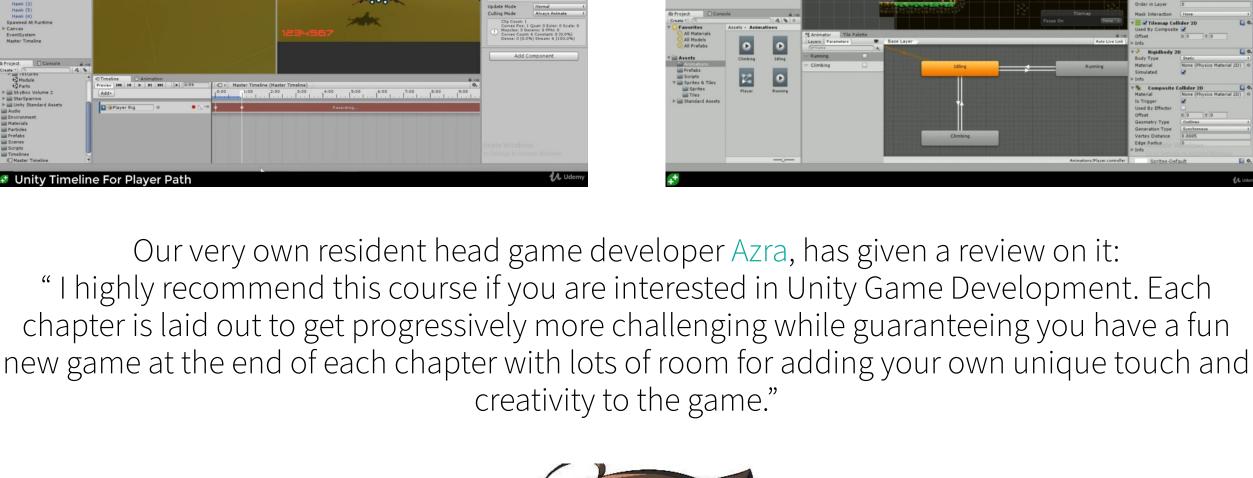
// Config
[SerializeField] float runSpeed = 5f;
[SerializeField] float jumpSpeed = 5f;
[SerializeField] float climbSpeed = 5f;

u start (){
myRigidBody = GetComponent<Rigidbody2D>();
myAnimator = GetComponent<Animator>();
myCollider2D = GetComponent<Collider2D>();
gravityScaleAtStart = myRigidBody.gravityScale;

bool isAlive = true;

Jump();
FlinSnrite()

float gravityScaleAtStart; // Message then methods



public class ScoreBoard : MonoBehaviou [SerializeField] int scorePerHit = 12;

A ScoreBoard Class

R215 R2,050 90% off



- Give yourself permission to chill. To read the full article for a more in depth look, check out this link: https:// www.freecodecamp.org/news/the-secret-to-perseverance-and-success/ The next article "will provide an in-depth introduction to AWS S3- the secure, scalable, and super cheap storage service from Amazon Web Service." image to the lengthiest video. Uploading, storing and accessing these assets when you need them can be a complicated endeavor.

This is where AWS S3 comes in.

To find out more on how this service can benefit you as a developer, you can read the full

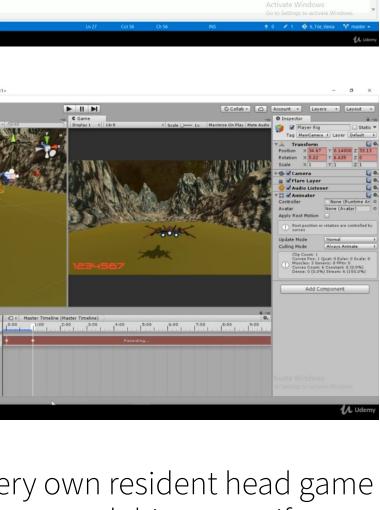
article over here: https://www.freecodecamp.org/news/everything-you-need-to-know-

about-aws-s3/. The final article that we will be showcasing will be "How to Write a

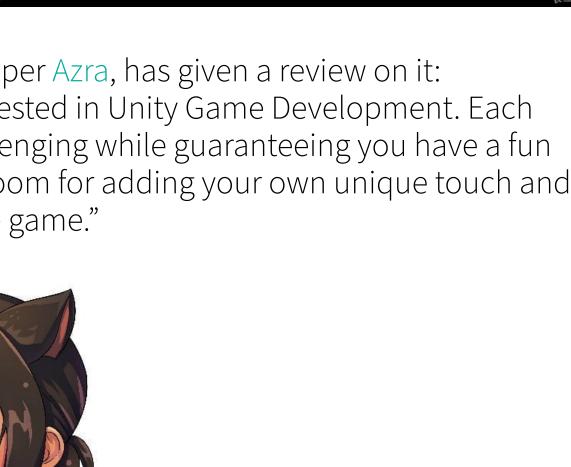
Developer Resume Hiring Managers Will Actually Read," by Megan Kaczanowski.

employed for doing what we enjoy. This article is a must-read. Megan Kaczanowski goes through a bunch of fundamental concepts, that will improve your chances of landing your first job as a software developer. You can read the full article over here: https://www.freecodecamp.org/news/how-towrite-a-resume-that-works/

Udemy Courses This week we'd like to recommend a course for aspiring game developers. The Complete C# Unity Game Developer courses for creating both 2D and 3D games. Complete C# Unity Game Developer 2D Complete C# Unity Game Developer 3D



☐ Access on mobile and TV



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If you're interested in joining the Younglings Newsletter team, please contact Azra Parker (AKA Zombzu):

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You can find the 2D course here: https://www.udemy.com/course/unitycourse/