

Q1

Could you outline what you would consider to be the important considerations if you were asked to develop an enterprise-level web application?

- What audience will be using the application? Technical or nontechnical?
- What are the goals of the user using this application?
- How will the application be used in the organization?
- Will it be for individual application or used by group?
- How secure should this application be?

Q2

Describe the approach you take in testing your applications.

Observation and Inquiry are key in application testing. In my projects, I aim to create things that are intuitive and have a clear path forward for the user. In this, I always try to approach testing by first observing how a user progresses through a set of tasks and if they are able to do so without getting stuck, given that I do not intervene. I use this to determine what areas of the application need to be clarified, simplified or augmented with further instruction. Following observation, I find that direct feedback and questioning (surveying the user) are really helpful in understanding what the user enjoyed or didn't understand about the application. Depending on the project, I find that this can also be useful while a user is testing an application.

In regards to choice of user, I typically start with user testing on people in a similar field. This helps me eliminate technical issues or take into consideration things that might improve my application early. From there, I usually do several sets of user tests on a range of users, iterate on design or technical update and then circle back to get final feedback from those in technical fields or industry. I have found this method effective in my personal projects.

Q3

What do you value in a code base?

For me, consistency, legibility and organization are really important in a code base. I am by nature an organized person, and think in this way, so I greatly appreciate when there is a logical structure in place that I can build from. More specifically, I also value cohesiveness in things such as naming conventions, and style and structure of the code. Similarly important, I highly value clear documentation and relevant code commenting, especially in a case where the code has been passed through several teams.

Section 2 - General**Q1**

Tell us about a Red Hat product or open source project you really like, and why.

I'm a big fan of Linux in general - so my interest Red Hat really started with Fedora. I was fascinated with the GUI! (I do realize it is now only sponsored by Red hat) That said, Fedora was something that got me started with wanting to create interfaces. Even to this day, I am especially fond of OS(kernel) design and customization for tools. Outside of Red Hat, I'm a huge

supporter of the EFF (Electronic Frontier Foundation), and I love plugins such as HTTPS Everywhere and tools such as Let's Encrypt, because these projects utilize technology to make something easy, affordable (free in this case) and therefore more broadly accessible to the public. On a high level, I'm a big fan of open source because it empowers users in terms of accessibility and affordability, while still providing quality.

Q2

What do you find most exciting or interesting about working in the software development field?

I came from a creative and design background. For me, software development was highest form of creativity. It meant being able to take an idea and turn it into something real and tangible. I have always found this thought to be incredibly empowering, because it meant that great ideas don't have to remain as impossible. Aside from that, I love that it constantly makes me use logic. Sometimes that comes in the form of fixing something I break, tracking my steps backwards or simply having to think outside the box to find an unusual way to do something or understand a way to do something better. I enjoy that in tech it feels like there's always a way to make something possible, and even if it doesn't exist today, there's a good chance for it to be possible tomorrow.

Q3

In your career to date, what are you most proud of and why?

The proudest moment in my career to date was giving a company wide presentation to several hundred people for a technology product I had conceptualized and designed individually. Early in my career, I gravitated toward art, technology and development as these were all areas in which I could remain behind the scenes - and the thought of being on stage alone was at first very uncomfortable for me. I am most proud of this moment, because it was the first time that I had taken an idea from conception, to design, to execution and all the way through the sales pitch - and it taught me to be proud of standing behind my work and being in front of people with it.