

**LIMITED  
BUNDLE EDITION**

Sold to  
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# **FREELANCING UNLEASHED**

Use the **Full Potential** of Freelancing  
from your Bedroom (or Office)



Made with ❤️ by:



**CodeMaze**





## Let the Job Hunt Begin

When we started to write our Ultimate ASP.NET Core Web API book, we had one idea in our heads. How can we help our readers even more? Starting a career in software development can be hard. Being a junior developer is hard, too.

Sure, you get the easy tasks and have fewer responsibilities than your more experienced peers, but it takes a lot of hard work to get acknowledged by your mentors/senior colleagues.

Many people also think that you should accept any salary the employee offers when you are just starting your software development journey. In some cases, that might be true but those are the rare cases when you feel you've found the right company and the right job for yourself. Sometimes working with a good team of people can boost you into space in terms of experience and knowledge. But, unfortunately, in most cases, people have to work at subpar jobs and listen to all kinds of crap and work whatever they are given, for embarrassingly low salaries.

### Here's a Common Scenario

You learned C# and you feel comfortable with basic concepts. You apply for the job. You get it. The company puts you in a team of four and you have one „senior“ developer which is on that position just because he has been a part of that company since the beginning. He doesn't grasp either programming or communication very well.

He tells you what you should do and how you should do it. Of course, you being enthusiastic and knowledge-hungry listen to the guy and diligently work on whatever task he assigns to you.

In a few months, you realize your tasks are becoming easy to finish, and that you've done the same thing over and over.

Then you get into a **vicious cycle of working on legacy systems or fixing bugs for months in a row**, and **you lose your leverage for negotiating a better salary for yourself**.

Of course, **the stress builds up, and you start to hate your job**, although you like programming, and that ultimately leads to burnout or something even worse.

We've been there. We know how that feels.

That's why we'd like to offer you some alternatives. You should have your options open all the time, and fortunately, being a software developer also means you can work both in an office or remotely.



## Are You Cut out for Remote Work?

Remote work is great. You are in your cozy apartment/house, you work in your underwear and you don't care what anybody thinks about you or how you do stuff.

You can work whenever you want and play with your dog on your breaks.

Sounds fun? It is, but there is a catch.

If it is so easy, why doesn't everyone do it?

Because being free is hard if you don't have the self-discipline to pull it off. Many people find it hard to motivate themselves to do stuff when they don't need to.

But, since you bought this book and you care about yourself and your career, we will assume you have enough motivation to work for yourself.

Another important factor is the socialization. When you work for yourself you tend to work harder then you would then when you work for a company. This can lead to forgetting to take care of yourself and your relationships. Working at a company keeps you connected with a variety of different people and modern companies often provide a space for entertainment and socialization. And that's proven to be a good way to keep people from leaving the company. And people often love it.

Think about how much you appreciate this and if it's something you would like.

Working with others can be rewarding, too. If you find a good group of people you can relate to and learn from, you can boost your career tenfold.

But if you prefer learning in peace or by listening to your favorite trap/rap tunes, then remote work might just be the thing for you.

## Which Path Should You Take Down the Road?

Once you decide which path you should take in terms of remote/office work, you should also think about whether you want to specialize or be a generalist.

Spoiler: you can be either one and succeed.

Generalists or rather developers with knowledge of a variety of different technologies and topics are considered valuable in startups and whenever you need one person to wear many different pairs of shoes. They might be underpaid or undervalued though, even though finding the job might be easier.

On the other hand, specialization can help you land a higher paying job, but you are constrained by the specialization you've chosen. If you choose poorly, you can end one of the few clinging to the old technology that is rapidly falling into the pit of old and obsolete technologies. Finding the job might be easy, but if you are prepared for a different city or even a different country.



## Freelancing Platforms

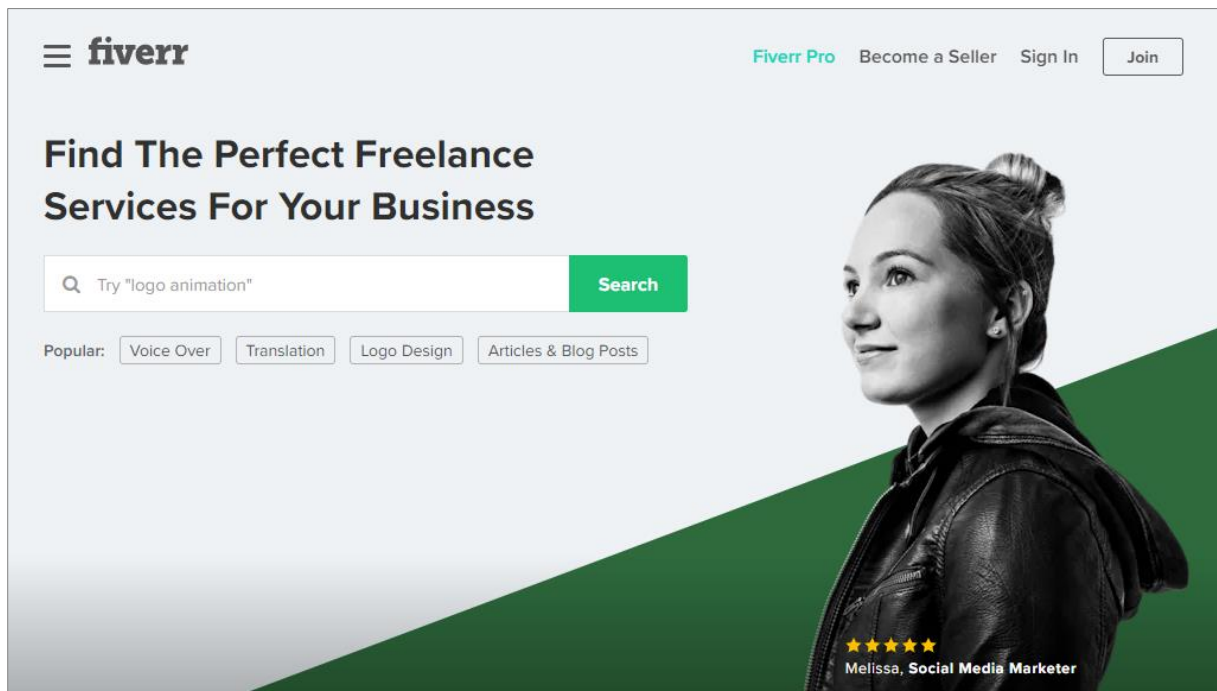
So, to keep your options open, you need to be aware of the various freelancing platforms and job boards. There are more than you think.

Every platform is specific, and we'll list some of them here to help you decide which one is best for you and your career.

So here they are in no particular order of importance.



## FIVERR



Link: <https://www.fiverr.com/>

Fiverr is a well-known freelancing platform offering Freelance Services ranging from lifestyle and music to graphic design and programming.

Freelancers on Fiverr are called „sellers“, and jobs are called „gigs“. You can find a seller relatively easily and the competition is fierce.

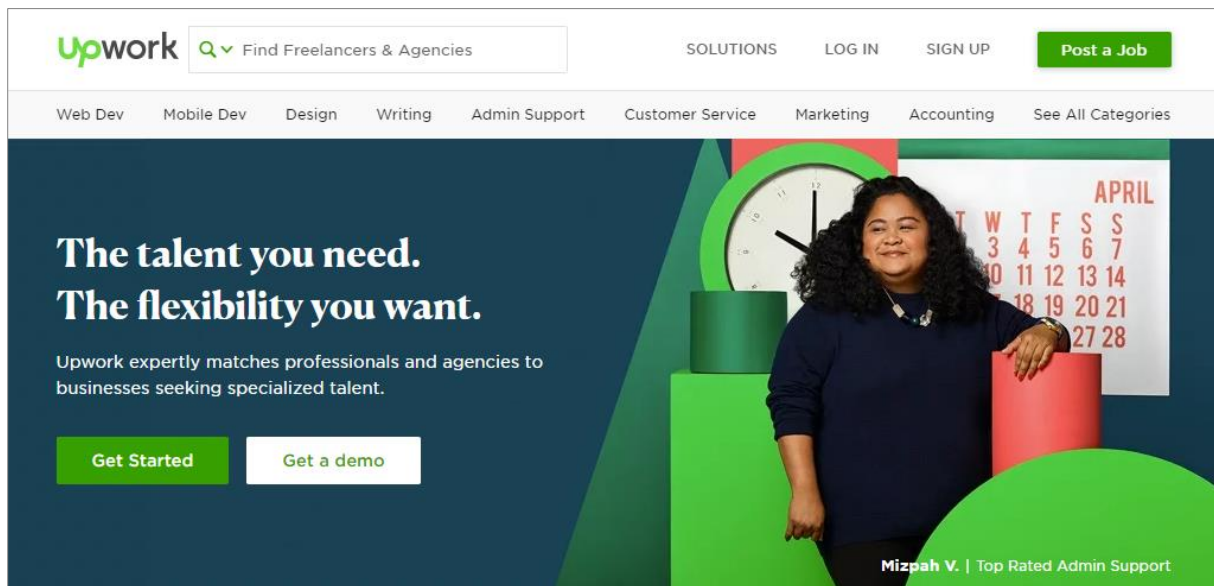
Fiverr is free to join, just click on Become a Seller button on the top of the screen, but you should not be surprised that if you earn \$20, \$4 of that goes to Fiverr upon gig completion.

### Fees

Fiverr takes a hefty 20% fee, as a way to keep the service running and promote you as a freelancer.



## UPWORK



Link: <https://www.upwork.com/>

Upwork is another great service that allows you to either find freelancers or join as one. Before you apply check out the [Eligibility to join Upwork](#). Upwork receives over 10k applications daily, so their process of approval has become a bit more strict lately.

Make sure to fill all the required details and to make sure your profile represents you correctly or your application might be denied.

### Fees

UpWork has a bit more complicated fee structure. They encourage working more with the same client, so the fees are structured like this:

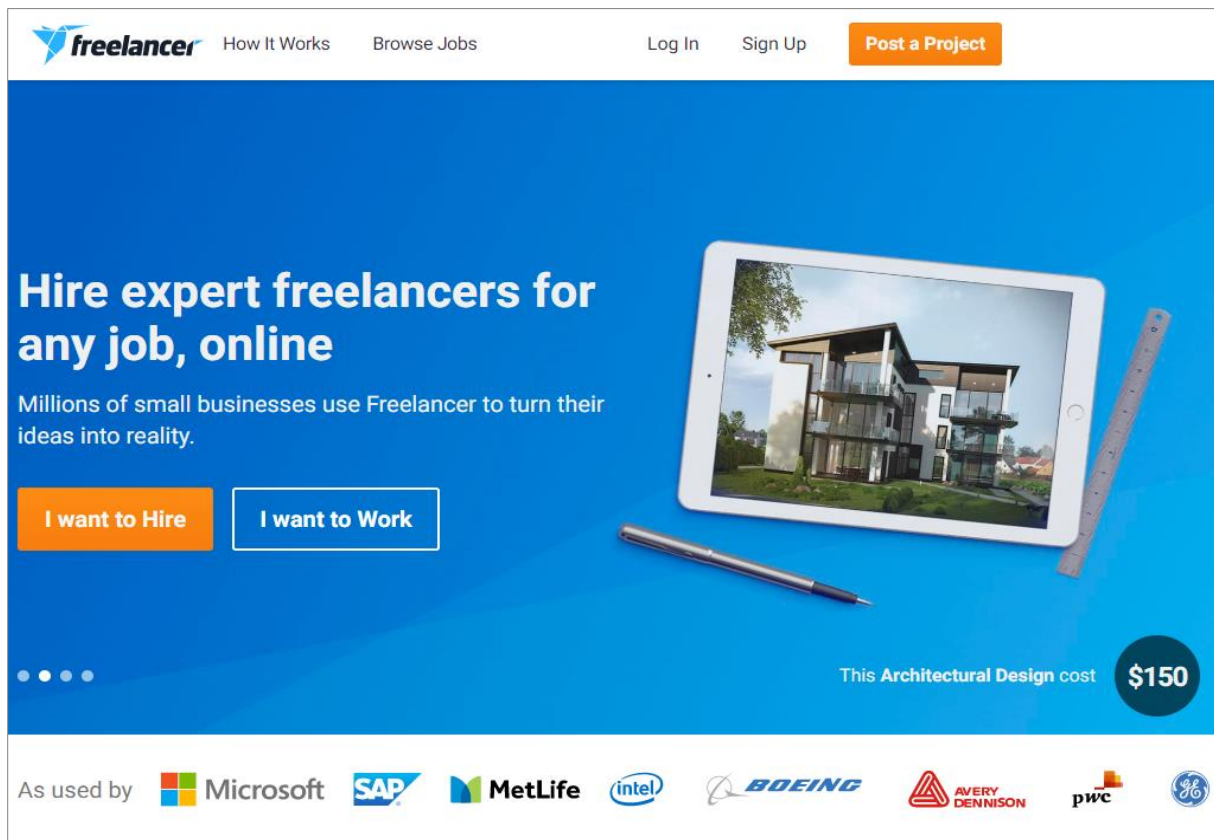
- \$0 - \$500: 20% fee
- \$500.01 - \$10,000: 10% fee
- \$10,000.01 upwards: 5% fee

Enterprise clients have a separate fee that Upwork negotiates with them, and it's typically 10%.

So in this case, it pays off to work with the same client multiple times, which encourages the quality of work over the quantity.



## FREELANCER.COM



Link: <https://www.freelancer.com/>

Another well-known platform for either employers or freelancers. Freelancer.com counts over 25 million registered users and over 12 million completed projects (funny how the number of completed projects is lower than the number of users).

As with most websites out there, freelancer.com has a fee structure and a pretty complicated one at that.

It's important to note that as a freelancer you can post up to 8 proposals monthly and after that, you must switch to a paid plan.

### Fees

Freelancer.com fees are divided into several categories:

- For fixed-price projects – 10% or \$5.00 USD, whichever is greater, and 10% for hourly projects
- For contests – 10% or \$5.00 USD, whichever is greater
- For services – 20% fee of the total service price
- For the Preferred Freelancer Program – 15% project fee

You need to have in mind that payments are made with PayPal, so having a PayPal account is needed.





## PEOPLEPERHOUR



Link: <https://www.peopleperhour.com/>

A lot of mixed reviews about this one. Some claiming to be a good website, some claiming that it's scammy and has no buyer protection...

Whatever the case, PeoplePerHour has been around for some time, and whether you like it or not, every website has its share of scammers.

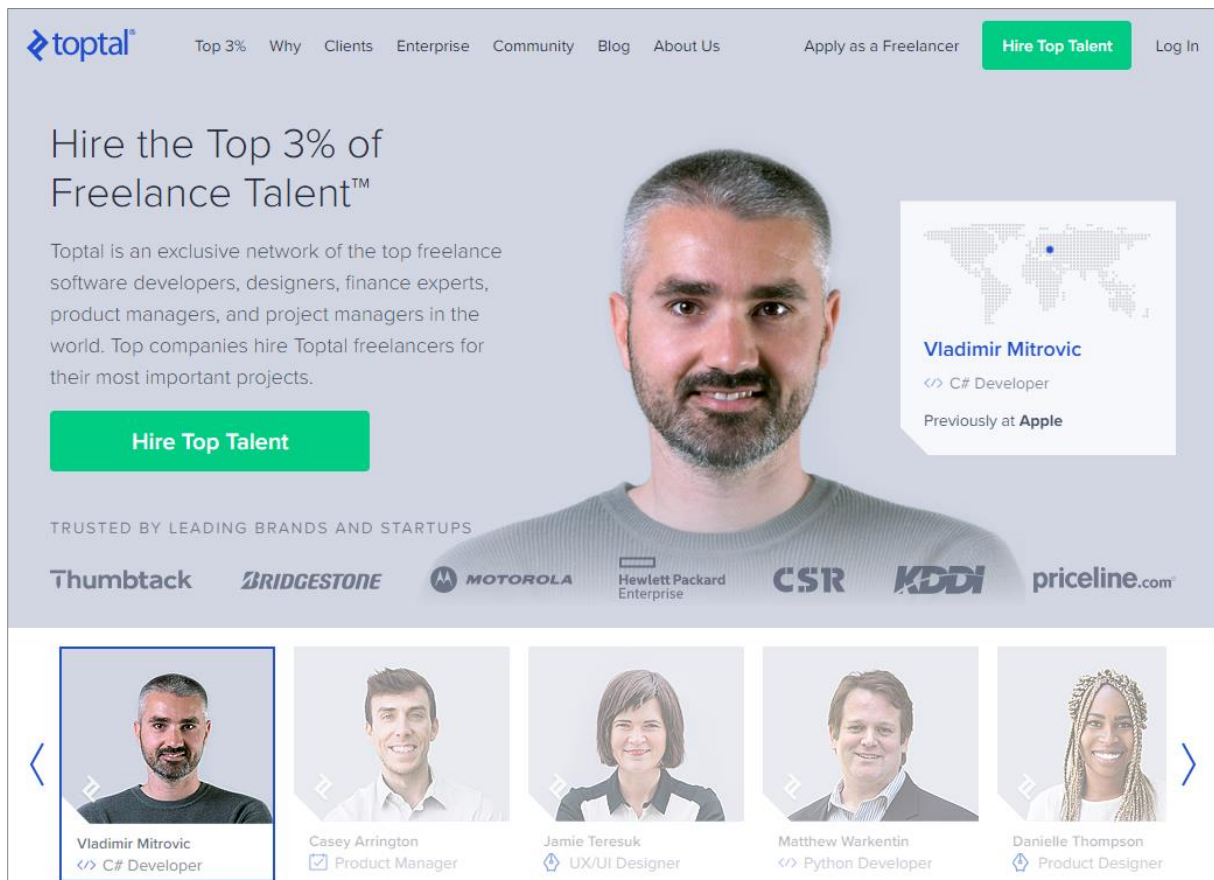
PeoplePerHour claims that they go through every application, and carefully select their freelancers, so there you go.

### Fees

For freelancers fees on the PeoplePerHour function similarly to the Upwork fees, although the fees themselves are a bit different:

- Below \$700 – 20% fee
- Between \$700 and \$7000 – 7.5% fee
- Over \$7000 – 3.5% fee

## TOPTAL



The screenshot shows the Toptal website homepage. At the top, there's a navigation bar with links: Top 3%, Why, Clients, Enterprise, Community, Blog, About Us, Apply as a Freelancer, Hire Top Talent (highlighted in green), and Log In. The main headline reads "Hire the Top 3% of Freelance Talent™". Below this, a paragraph states: "Toptal is an exclusive network of the top freelance software developers, designers, finance experts, product managers, and project managers in the world. Top companies hire Toptal freelancers for their most important projects." A large green button labeled "Hire Top Talent" is prominent. To the right of the text is a large portrait of Vladimir Mitrovic, a C# Developer, with a callout box showing his name, role, and previous employer (Apple). Below the main content, a section titled "TRUSTED BY LEADING BRANDS AND STARTUPS" features logos for Thumbtack, Bridgestone, Motorola, Hewlett Packard Enterprise, CSR, KDDI, and priceline.com. At the bottom, a carousel of five freelancer profiles is shown, including Vladimir Mitrovic, Casey Arrington (Product Manager), Jamie Teresuk (UX/UI Designer), Matthew Warkentin (Python Developer), and Danielle Thompson (Product Designer).

Link: <https://www.toptal.com/>

Toptal is quite different than the platforms we've covered so far. It has its own screening process which filters 97% of applicants out.

The screening process is rigorous but it's not impossible to pass.

Although that means it's hard to get into Toptal as a beginner freelancer, you are also guaranteed to get higher-paying jobs than on other platforms.

### Fees

There are no fees for freelancers on Toptal (at least not visible ones) because Toptal makes money from its clients.

As a developer you can expect to make:

- Hourly: \$60-\$95+/hour
- Part-time: \$1,000-\$1,600+/week
- Full-time: \$2,000-\$3,200+/week



## YOUTEAM

The screenshot shows the YouTeam website homepage. At the top, there is a navigation bar with the YouTeam logo on the left and links for 'How YouTeam works', 'FAQ', 'Case Study', 'About us', 'Blog', 'Contact us', 'Login', and a prominent orange 'Build your team' button on the right. The main content area features the headline 'Offshore, on point.' in large orange text, followed by 'A platform for hiring remote dev teams' in black. Below this is a search bar with the placeholder text 'Enter the technologies to find the best matching engineers' and an orange 'SEARCH' button. Under the search bar, there is a section for 'Popular searches:' with buttons for 'React', 'Angular', 'Node.js', 'Ruby on Rails', 'Python', 'React Native', 'Java', and '.Net'.

Link: <https://youteam.io/>

YouTeam is a specialized website that offers developer team services instead of just single developers.

If you want to become part of such an environment, you need to go through the screening process using a service called HackerRank. Once you do, you get a badge and you are ready to be matched with your employers.

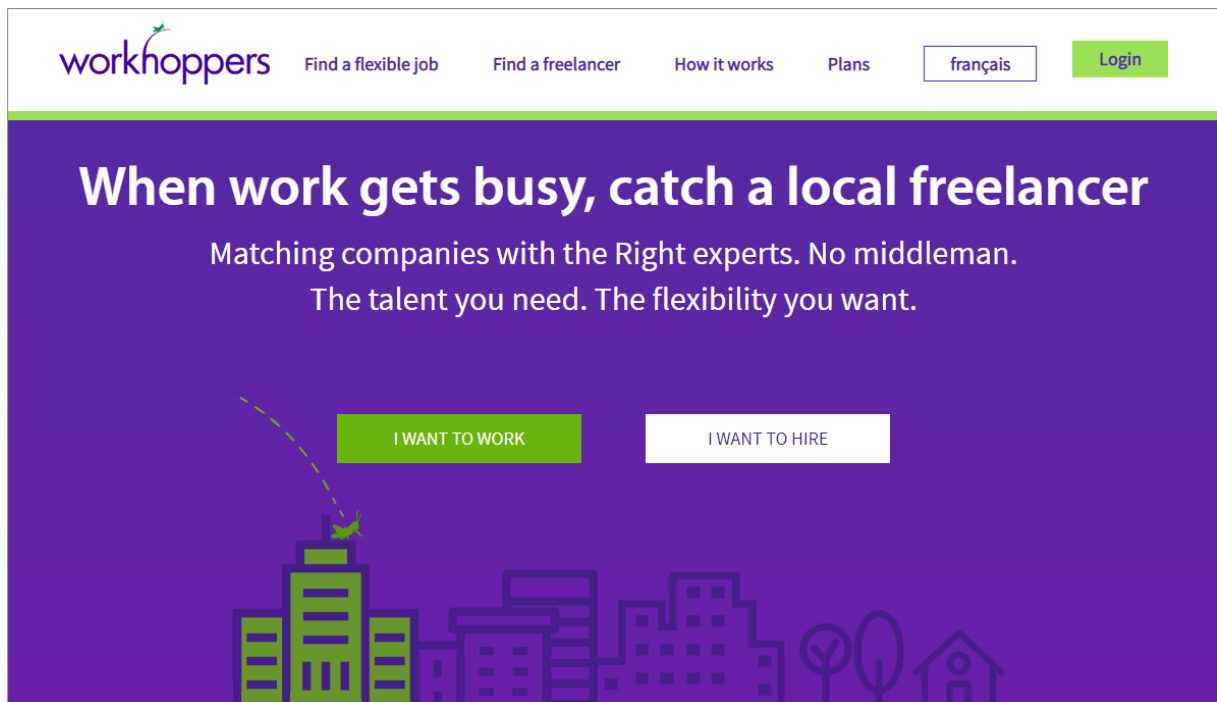
YouTeam offers services at more reasonable prices than Toptal.

### Fees

Since YouTeam connects clients and developers, there are no fees whatsoever.



## WORKHOPPERS



Link: <https://www.workhoppers.com/>

Workhoppers platform is ideal for freelancers that prefer to work full-time. Registration is free, you just need to make sure to fill your profile as much and as good as you can.

When you're finished, you can start applying for jobs.

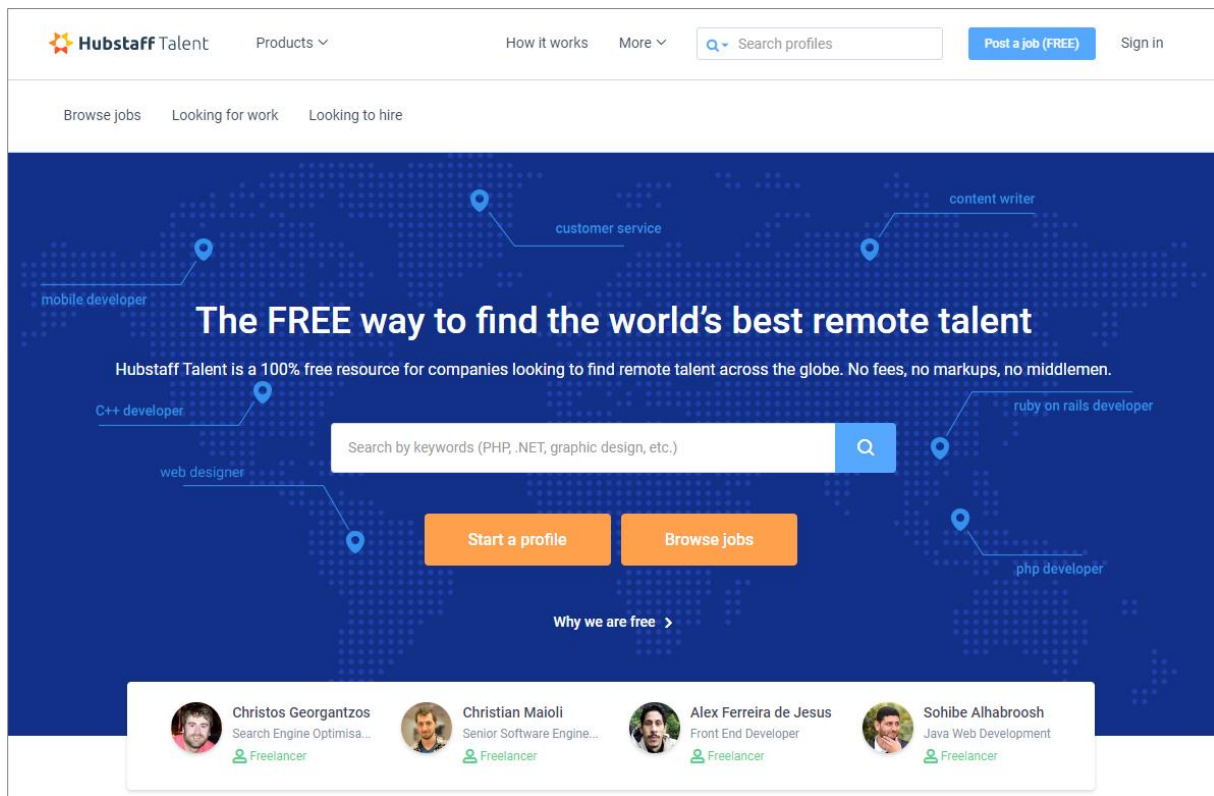
On the other hand, clients are charged a fee for posting jobs.

### Fees

There are no hidden commissions or fees.



## HUBSTAFFTALENT



Link: <https://talent.hubstaff.com/>

HubstaffTalent is a completely free platform for freelancers. Hubstaff actually makes money by providing different time tracking and productivity tools that make HubstaffTalent a free service.

While you might think a completely free service is perfect, it's far from it. Free services attract low-quality freelancers and employers alike.

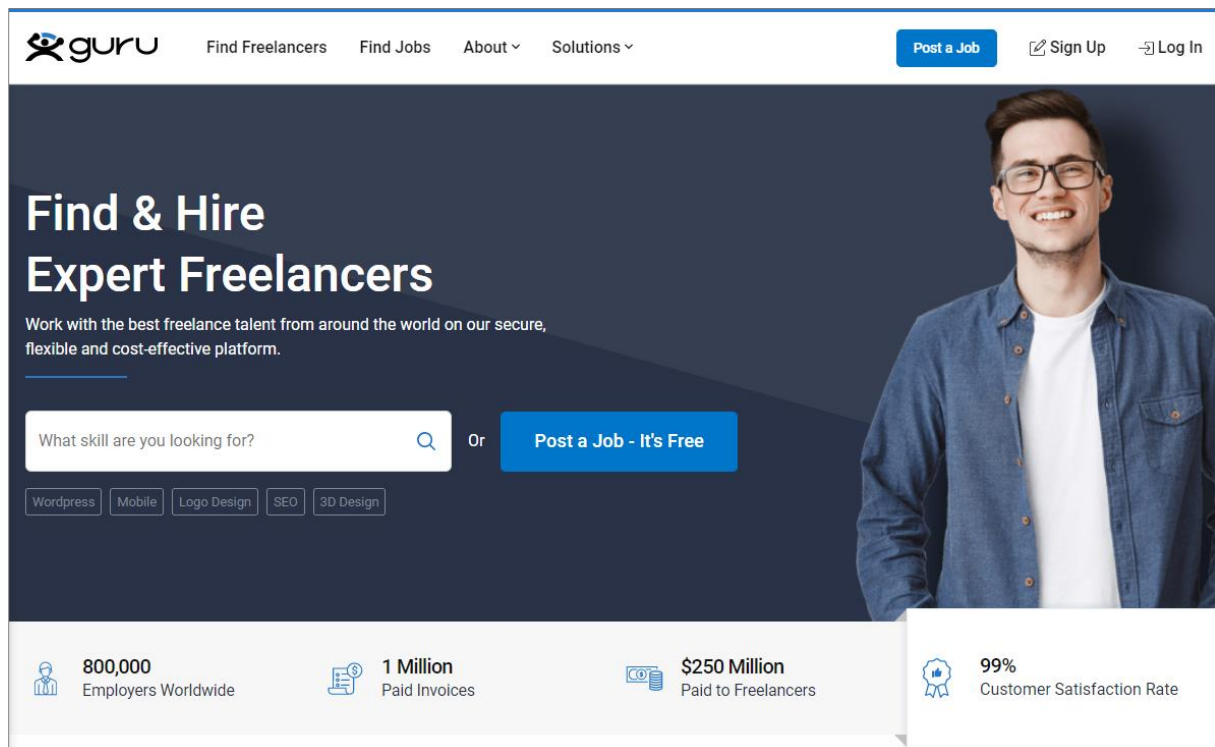
We're not saying that this service is just for those kinds of jobs, you are more likely to encounter a low-quality client using a free service in general.

### Fees

No fees.



## GURU



Link: <https://www.guru.com/>

At first glance, Gugu seems like every other freelancing websites. We've found out that it has an abnormally large amount of bad reviews around it.

The service has a free plan, but there are some costs related to using Guru as a platform of choice.

Guru has 5 different membership plans for freelancers, and the job fee is directly related to the plan you choose. The plans are Basic, Basic+, Professional, Business, and Executive.

We find it a bit odd to pay a membership and a job fee, but that's how Guru works.

### Fees

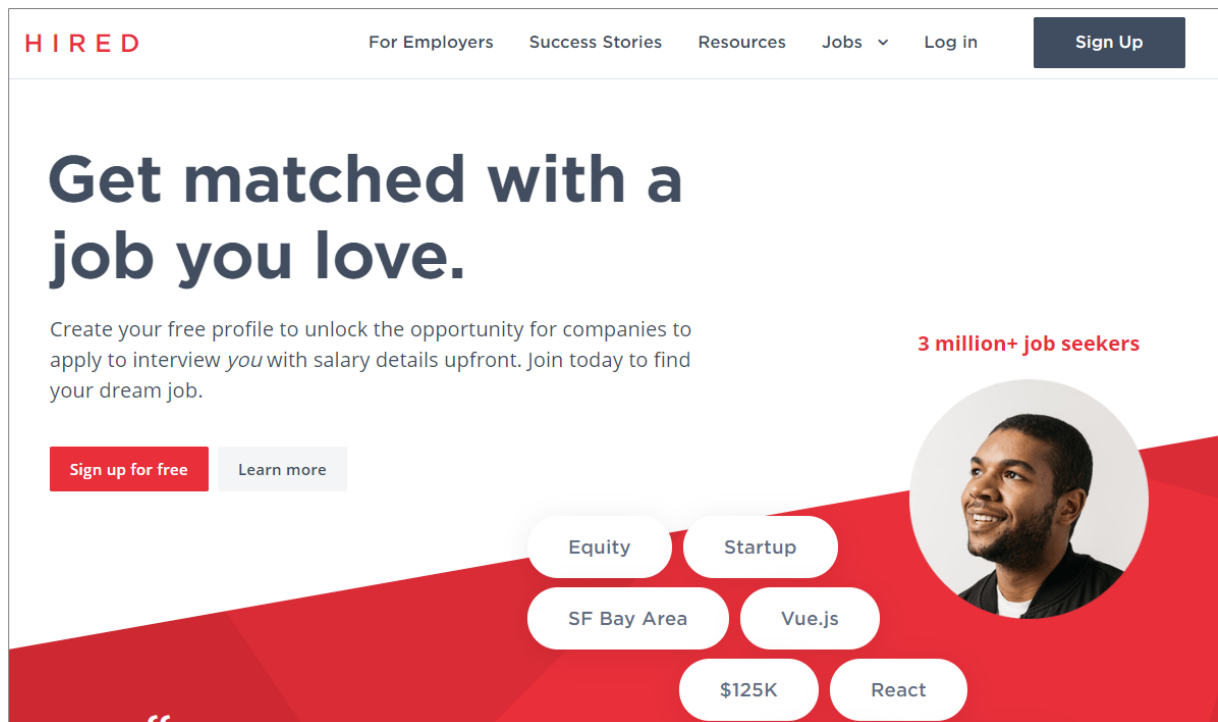
Job fees are as follows for different membership tiers:

- Basic and Basic+ - 9%
- Professional – 7%
- Business – 6%
- Executive – 5%





## HIRED



Link: <https://hired.com/>

Hired takes a somewhat different approach to hire talent.

It's completely free to register so you can apply whenever you want.

What's specific about it is that it takes care of the hiring process for you. At least for the most part. You still need to do the interview, but you have more freedom to choose when and with which company you want to work.

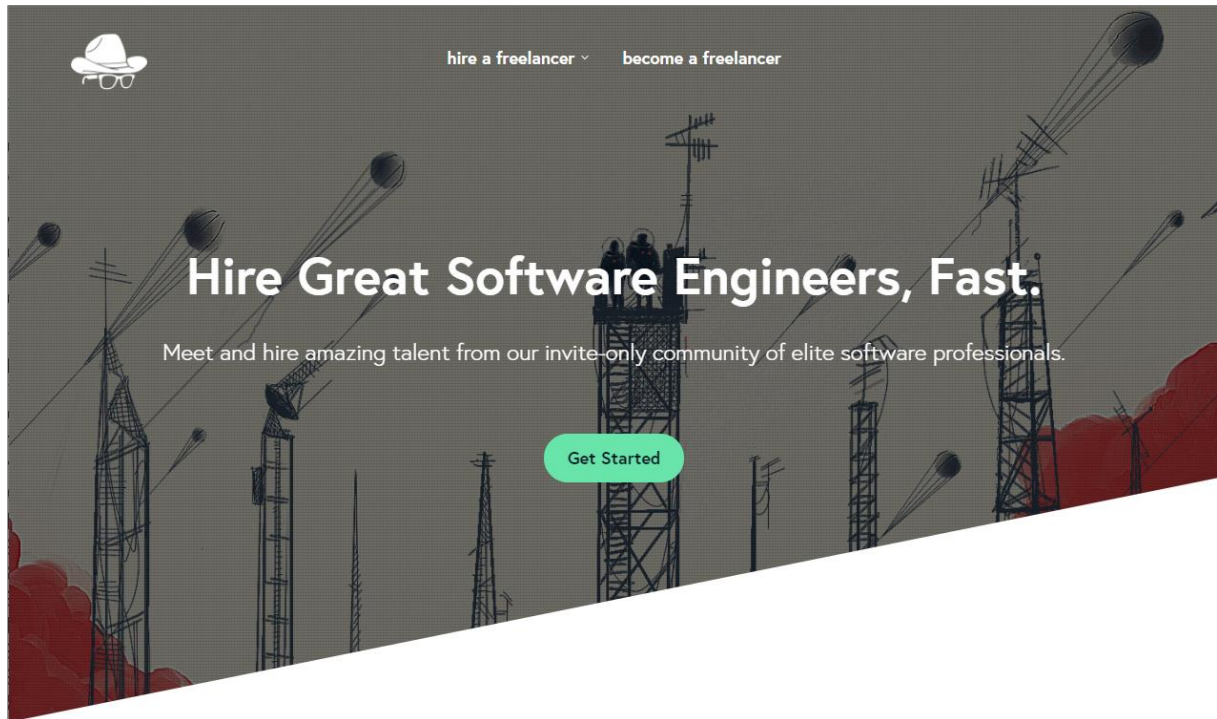
It's an interesting concept that's worth trying out.

### Fees

No fees for freelancers (talents).



## GUN.IO



Link: <https://www.gun.io/>

Gun.io is an interesting service with catching website design. As stated on the website: by engineers for engineers, Gun.io boasts to have the toughest vetting process in the industry, and that it provides top-notch talent.

Gun.io takes a strict approach to freelancing. They recruit only talented individuals, expect to see great results and back their freelancers when conflict arises, but on the other hand, they are quick to remove underperforming freelancers as well.

Not a beginner-friendly freelancing platform, but the one that can potentially be your door to the highest paying jobs out there.

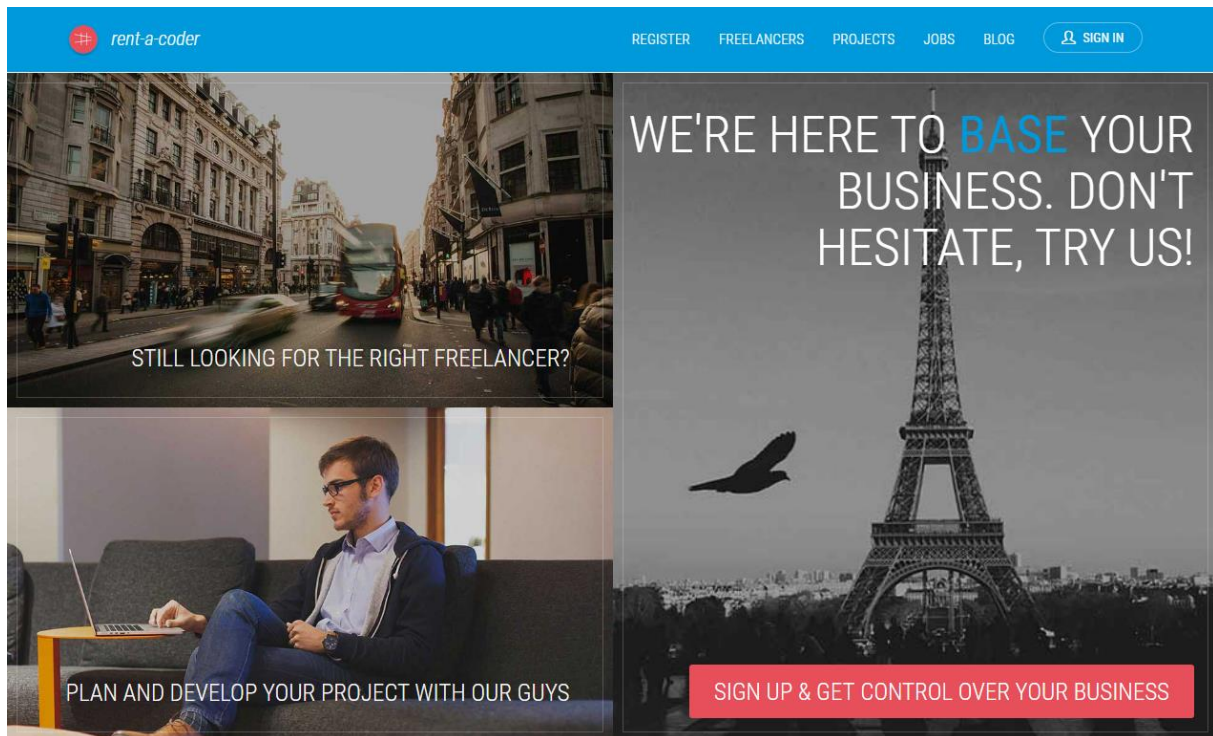
### Fees

None





## RENTACODER



Link: <https://www.rent-acoder.com/>

Rent a coder service is a cost-effective freelancing service with 40mil users and 17mil jobs posted.

As the service states clearly, it helps both freelancers and potential buyers to easily find what they are looking for.

With a lot of buyers and freelancers alike, it's a good starting platform to get things going, and you can learn how to create an attractive profile and battle fierce competition.

### Fees

Rent a coder fees are membership-based, and there are three membership levels:

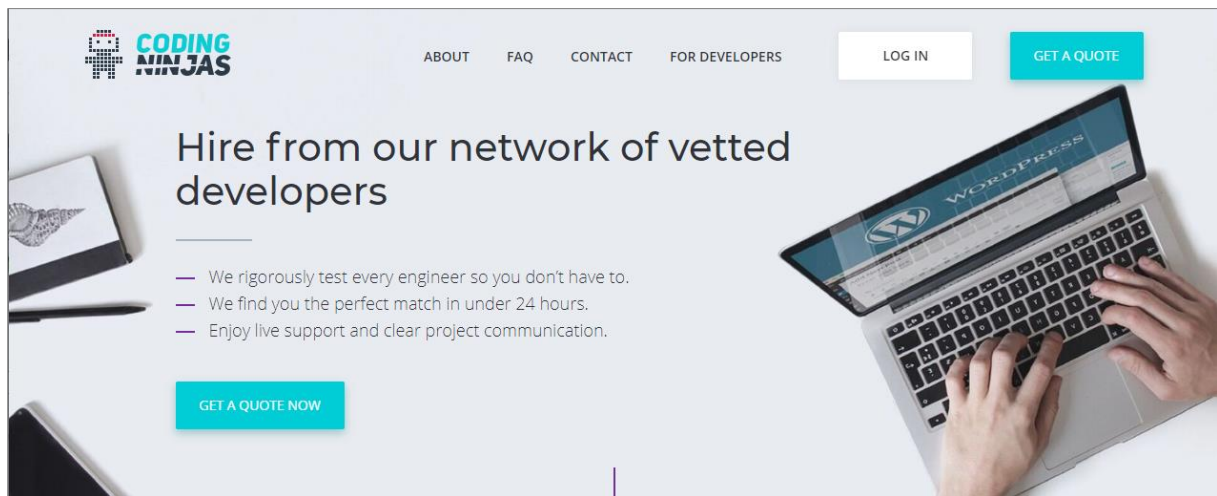
- Free – 7.5% fee with a \$5 minimum
- Basic – 5% fee with a \$5 minimum
- Premium – 2.5% fee with a \$5 minimum

Once again a bit strange to have a membership model and still take fees, but it seems like that's a standard model for some websites.

It does take out fake and malicious users, but as an honest freelancer, you need to pay to avoid additional costs.



## CODINGNINJAS



Link: <https://codingninjas.co/>

Coding Ninjas is another website that puts you through the screening process, so it's not exactly beginner-friendly and seems a bit client-oriented.

Once you're accepted, it usually takes a week before you get a job and you'll be paid monthly by the hour logged in the Coding Ninjas tracking system.

### Fees

Once you're accepted there are no additional fees, as it's the practice with all the freelancing platforms that do their own screening process.



## Final Words

Now that you're aware which platforms exist out there, try your luck and apply to several at the same time.

If you are a beginner level developer, it's best to apply to those platforms that don't have a screening process since that can be stressful if you don't have any experience. The screening process usually consists of one or more live interviews, so you won't be able to fake it in most cases. And you shouldn't have to.

Also, when choosing projects and your hourly rate, don't agree to work for abysmally low prices. A good profile/CV and a few concrete projects you're worked on as a portfolio go a long way.

Our advice is to create your mini-portfolio website, where you can stylize your portfolio to present yourself the best you can.

Being part of the developer communities such as StackOverflow, Reddit, and others can also boost your chances of being accepted.

Some employers also value certificates, but in our experience, they don't exactly have a good return on investment unless your employer paid you to take them.

That's it, no more talking, go out there and sharpen your skills, every day, and in no time clients will be begging for your services.

Happy hunting.