

WHAT DOES A FRONT END DEVELOPER DO?

- Building **user interfaces (UI)**
- Understand and improve **a user's experience (UX)**
- Working closely with **designers/visual creators**
- Develop **mobile** applications
- Even **games!**

WHAT DOES A FRONT END DEVELOPER DO?



RELATED FIELDS

- User experience designers
- Creative designers
- Product managers
- Back end developers

SUMMARY PART 1

- If a user sees an interface → created by front end developer
- No visual representation? → no front end developer, but back end developer!
- Websites, mobile applications, television applications
- More demand for front end developers than ever!

PRODUCTS/PROJECTS TO WORK ON

- Creating an **agenda**
- Developing a **widget** to make reservations in a restaurant
- Visualising metrics in a **drag-and-drop dashboard**
- Building a **chat** for users to interact with each other
- Implementing an **interactive map** to guide users along a route



TECHNIQUES AND METHODOLOGY

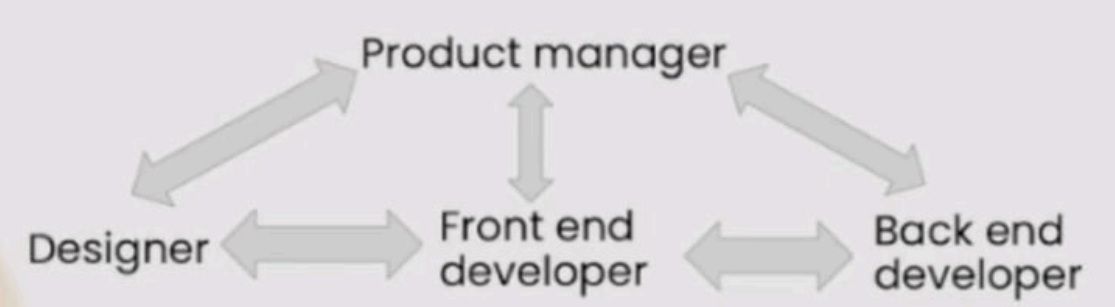
- HTML**
 - Basic structure of a visual representation
- Javascript**
 - Interactivity
- CSS**
 - Styling and Look & Feel

TECHNIQUES AND METHODOLOGY



TEAM AND STAKEHOLDERS

Who do you work with?



METHODOLOGIES OF WORKING

Agile

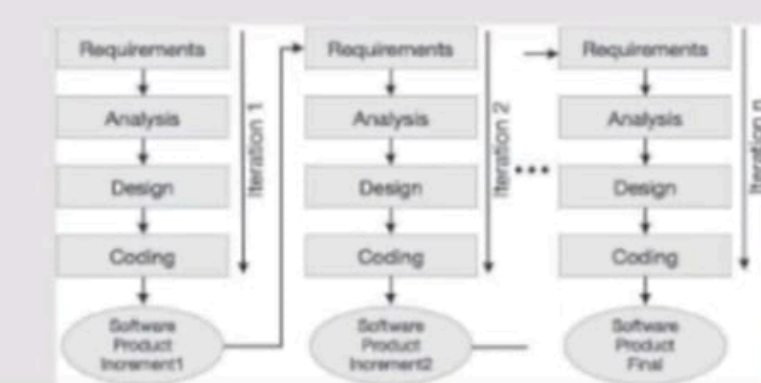
- Less preparation per iteration
- Multiple iterations per "User Story"
 - User Story: how does the user use the product?
- Fixed time
 - Missed something? → Next iteration!



METHODOLOGIES OF WORKING

Scrum

- A framework for Agile development
- Multiple iterations per "User Story"
 - Sprints
- Clear iterative steps
 - Each step is required in the process



HOW DOES MY DAY LOOK LIKE?

Important elements

- Stand-ups
- Code reviews
- Pair programming sessions with peers
- Meetings
 - Business analyst
 - Plannings
 - Retrospective

HOW DOES MY DAY LOOK LIKE?

A day in the life of...

08:00 - 08:15	Coffee
08:15 - 09:00	Review other people's code
09:00 - 09:30	Check if my code has requested changes
09:30 - 09:45	Stand-up
09:45 - 12:00	Programming
12:00 - 13:00	Lunch
13:00 - 15:00	Programming / discuss current projects
15:00 - 15:30/16:00	Meeting
16:00 - 17:30	Programming / code

SUMMARY PART 2

- HTML/Javascript/CSS → Building blocks!
- Frameworks to support you in development
- Team members are key
- Follow a process
 - Waterfall / Agile / Scrum
- An hourly overview of a day in the life of.. me!

Part 3: The path to get there

What was my experience like?
Do you need an education?
What is expected from you?

KEY TAKEAWAYS

- Education required?**
 - Not necessarily, but it can help tremendously!
- Transitioning roles**
 - Depends per company
- Learning on the job?**
 - A necessity

EXPECTATIONS

Different companies, different flavors

- FLXone / Mapp / Teradata**
 - Business to Business (B2B)
 - Focus on visualising metrics
 - Less focus on user experience
 - Little involvement with end-user

SUMMARY PART 3

- Education as a foundation
 - Not required, but helps a ton!
- Growing into other roles definitely possible
 - Requires motivation and slight company flexibility
- You never stop learning
- B2B → More visualisational (in my experience)
- B2C → Great focus on user experience

USEFUL RESOURCES

What may help you in your career?

- Starting out**
 - <https://www.w3schools.com/>
 - [HTTP 203 by Google Chrome Developers](#)
 - Udemy courses
 - Ask questions, a lot!
- More advanced specialisation**
 - Documentation of important frameworks