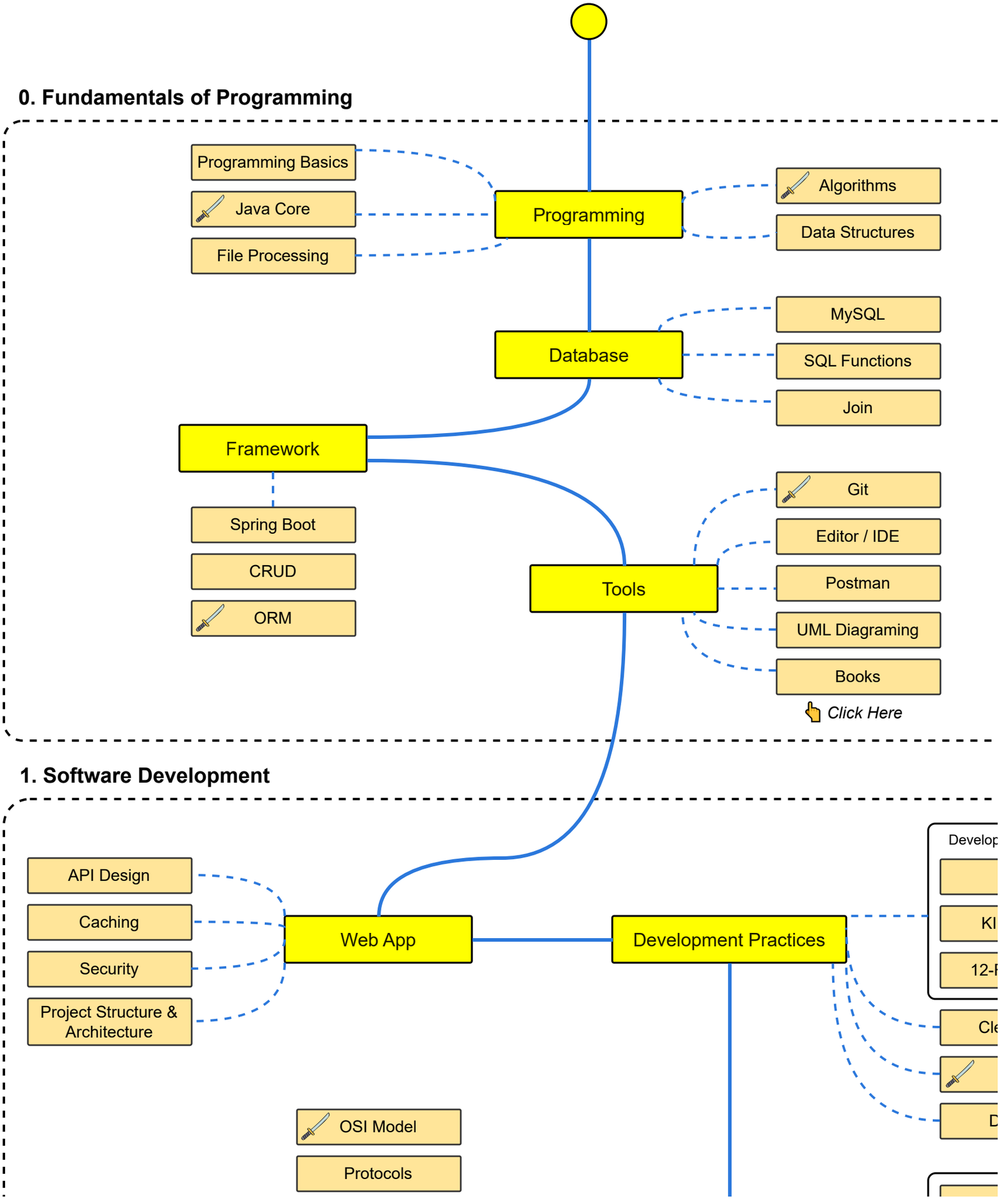
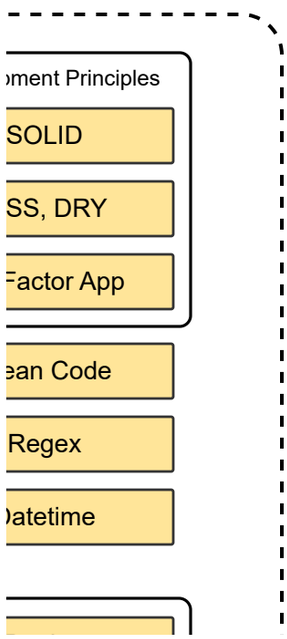
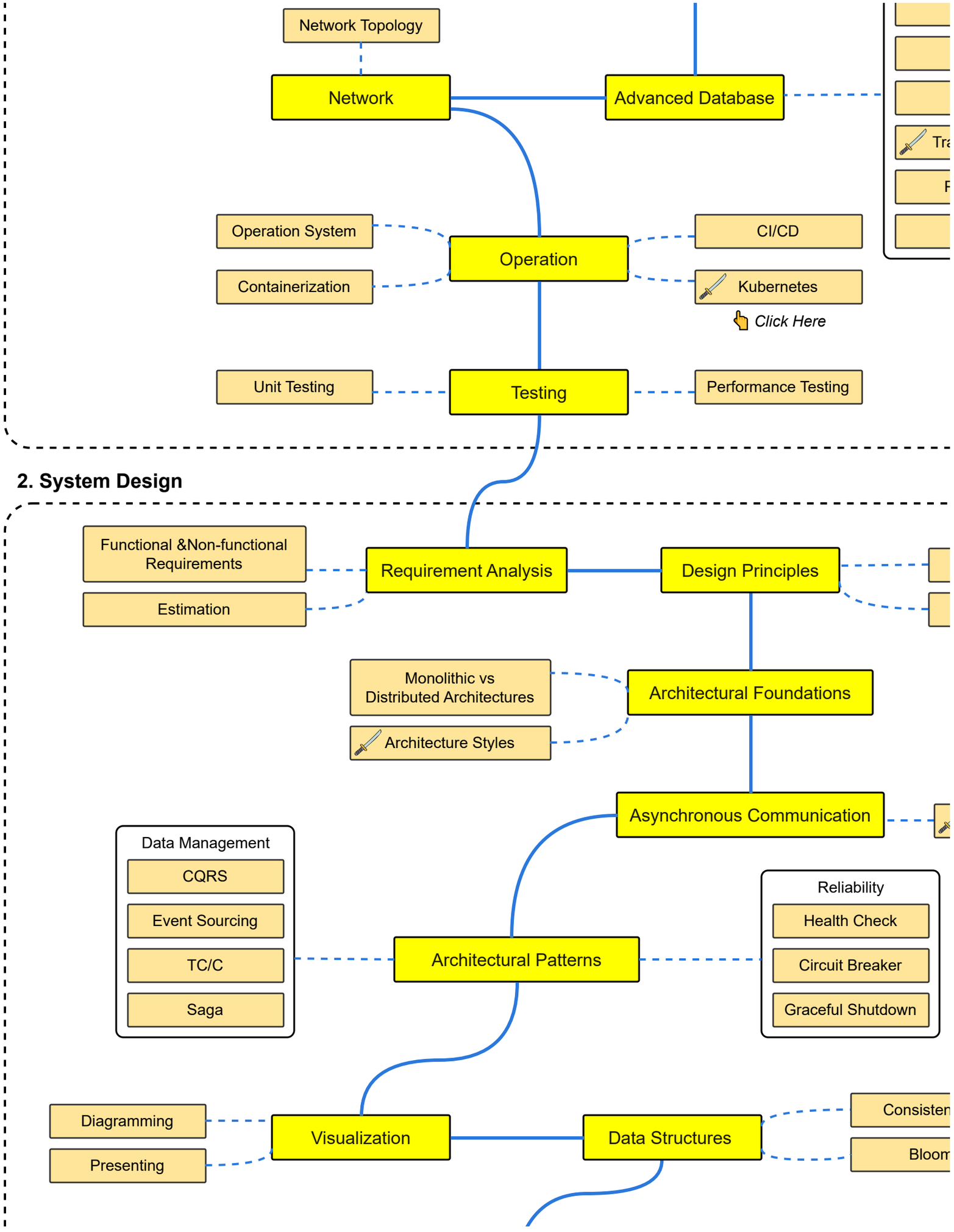
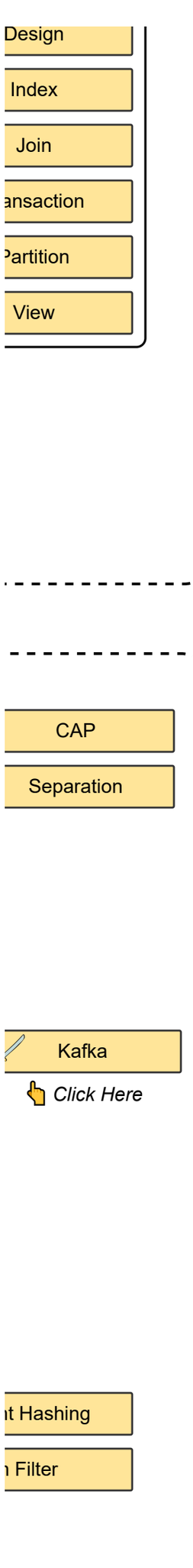
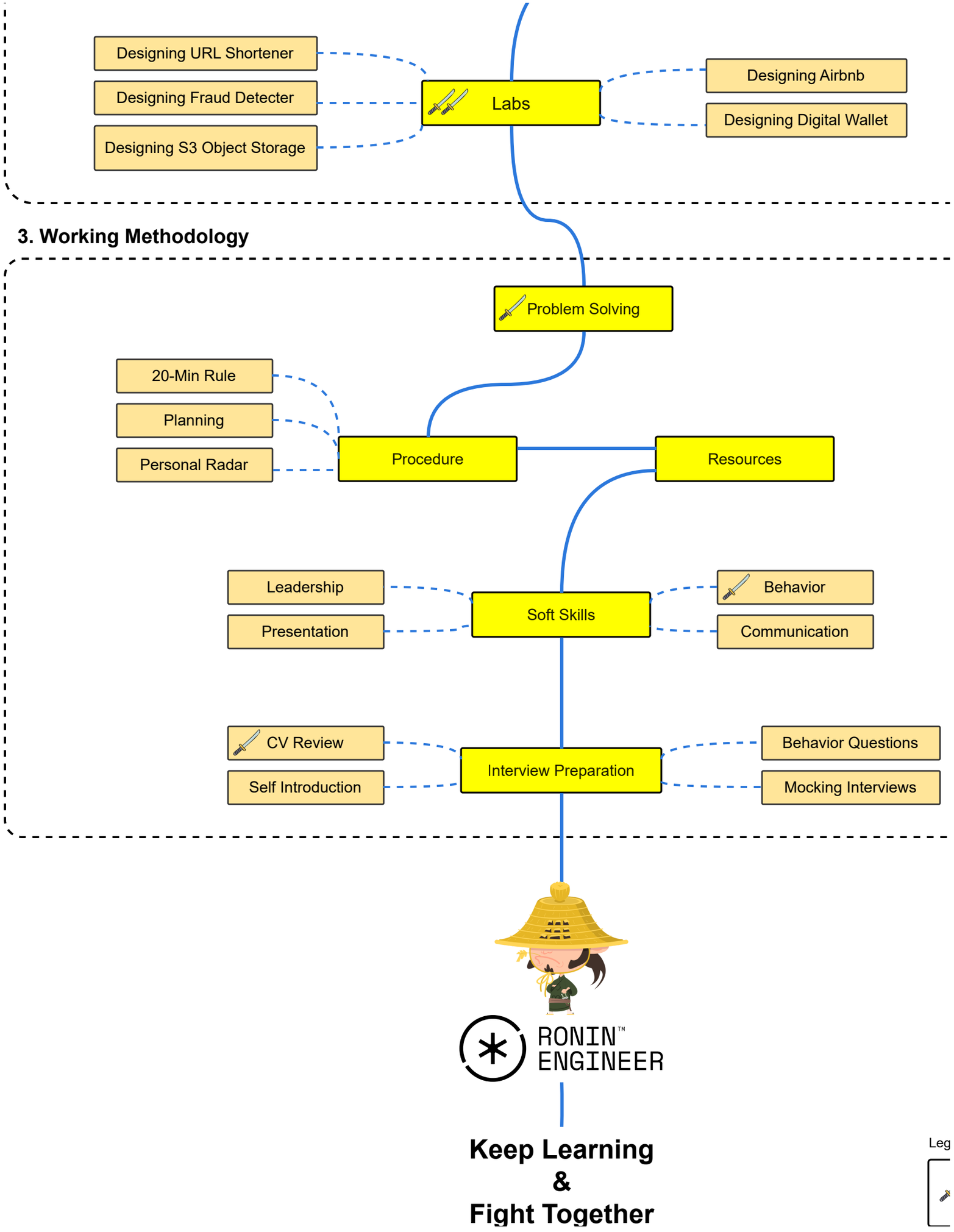
Ronin Engineer Roadmap (v2023.3)




oment Principles
SOLID
SS, DRY
Factor App
ean Code
Regex
Datetime

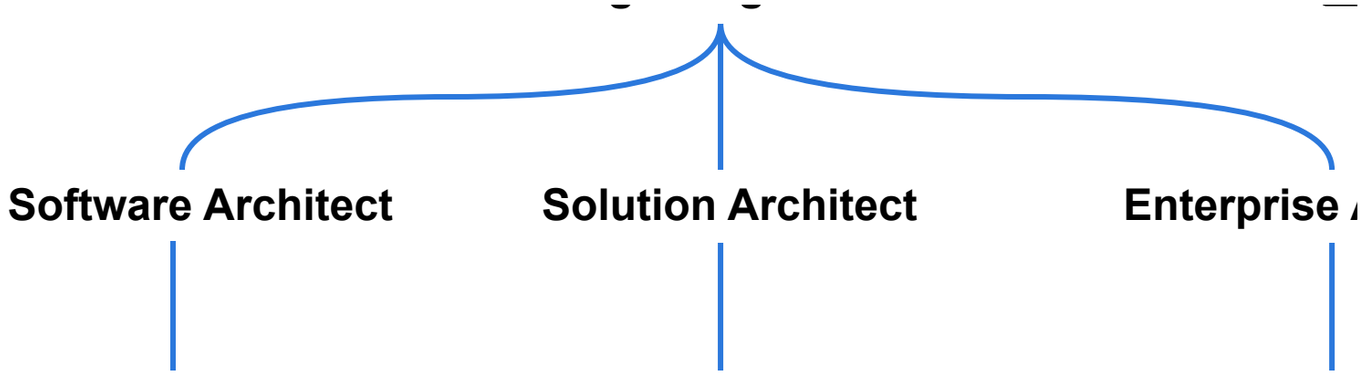

Network Topology
Network
Advanced Database
Operation System
Containerization
Operation
CI/CD
Kubernetes
Click Here
Unit Testing
Testing
Performance Testing
2. System Design
Functional &Non-functional Requirements
Estimation
Requirement Analysis
Design Principles
Monolithic vs Distributed Architectures
Architecture Styles
Architectural Foundations
Asynchronous Communication
Data Management
CQRS
Event Sourcing
TC/C
Saga
Architectural Patterns
Reliability
Health Check
Circuit Breaker
Graceful Shutdown
Diagramming
Presenting
Visualization
Data Structures


Design
Index
Join
ansaction
Partition
View
CAP
Separation
Kafka
Click Here
t Hashing
Filter


Designing URL Shortener
Designing Fraud Detecter
Designing S3 Object Storage
Labs
Designing Airbnb
Designing Digital Wallet
3. Working Methodology
Problem Solving
20-Min Rule
Planning
Personal Radar
Procedure
Resources
Leadership
Presentation
Soft Skills
Behavior
Communication
CV Review
Self Introduction
Interview Preparation
Behavior Questions
Mocking Interviews
RONIN™
ENGINEER
Keep Learning
&
Fight Together
Leg

end

Challenge Question


Software Architect
Solution Architect
Enterprise A

Architect