A young boy with blonde hair is seen from the back, wearing a superhero costume. He has a dark blue t-shirt with a red and yellow superhero emblem on the back. He is also wearing blue superhero pants with a matching emblem. He is wearing a blue eye mask and a grey superhero mask. He is standing in front of a building with large windows.

# The senior dev

An opinionated take

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# Agenda

- Discuss what is expected from a senior software engineer (skills, mindset, duties)
- Packed with *opinions*\* (my own and m o re)
- For devs to be inspired
- For managers to hire, set expectations, support, and evaluate

\* opinions are subjective

Photo by Alexander Milo on Unsplash

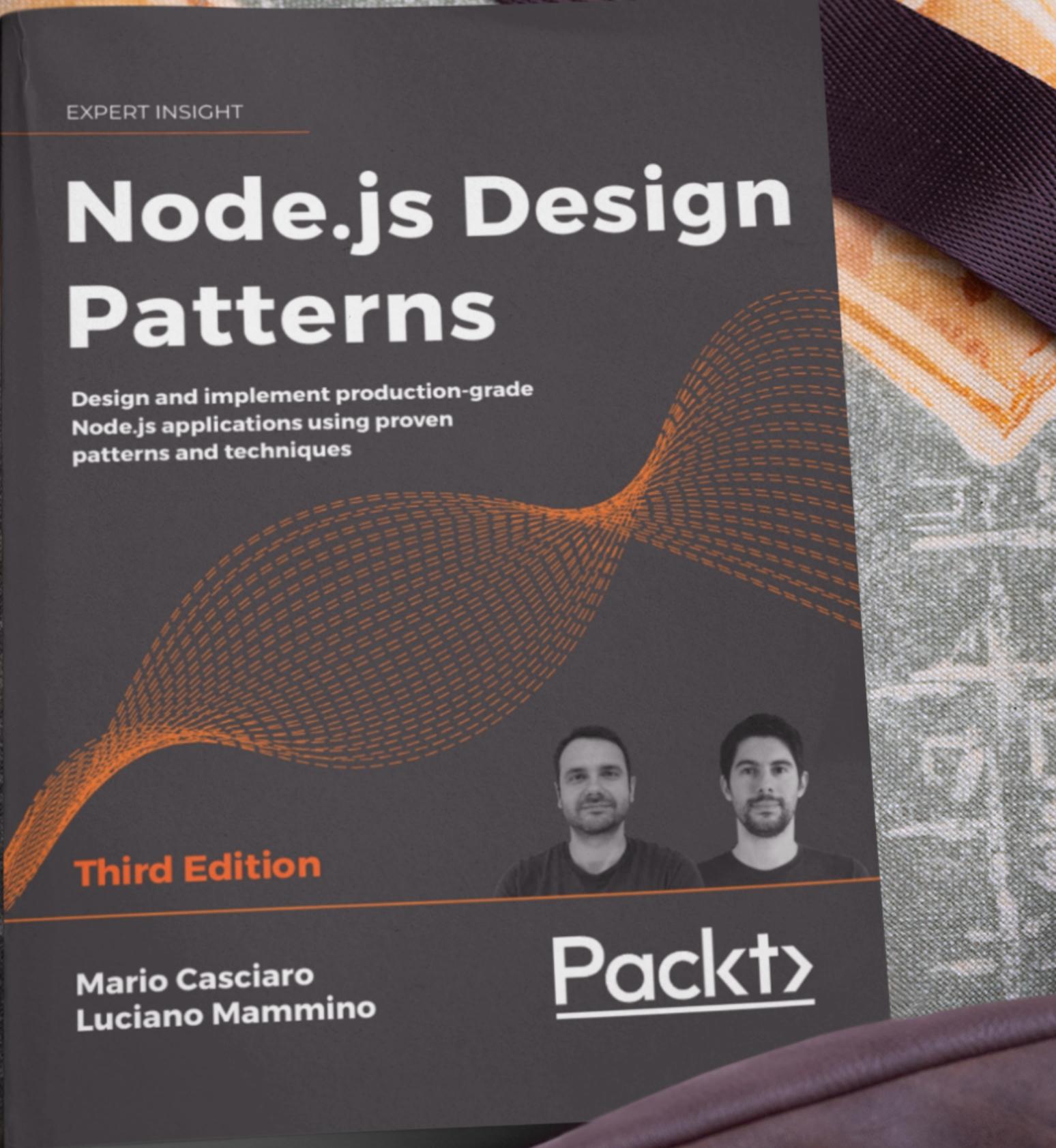


# Meta slide

These slides are already online if you want to grab them! ⤵



[loige.link/senior](http://loige.link/senior)



# Hello



## I'm Luciano

- 14 years in the industry
- Senior Architect at fourTheorem
- Co-author of Node.js design Patterns
- ❤️ Node.js, AWS & learning Rust 🦀

## Let's connect

- Blog
- Twitter
- LinkedIn
- GitHub
- Twitch
- YouTube

# A senior engineer

- The definition changes in every company
- There are many levels of seniority: senior, staff engineer, principal, etc.
- My definition: moves projects & people forward (*"Force multiplier"*)
- Team player, not a hero (or rockstar, superstar, magician, unicorn, etc.)



Photo by Rudolfo Spott on [Unsplash](#)

# It's not just about time or age

- ~~5 years of experience~~
- ~~At least 28 years old~~
- More time ?== more senior...



Photo by Elena Koycheva on [Unsplash](#)

# Skills

Tech skills (hard skills)

😊 Somewhat important!



Photo by Moritz Mentges on [Unsplash](#)

Soft skills

🔥 Very important!



Photo by Icons8 Team on [Unsplash](#)



A person is sitting at a desk, looking at a computer screen. The screen displays a terminal window with multiple lines of text. The person is wearing a dark t-shirt and light-colored pants. The background shows a room with a lamp and some furniture.

# Tech skills

# T-shaped profile

- Master at 1 thing
- Proficient at many other things
- Example:
  - Master at backend & API development
  - Can do some frontend
  - Can do some IaaC
  - Understands cloud architectures



Photo by Lucas van Oort on Unsplash

# Broad understanding

- Understand the platform
  - Architecture
  - Code Structure
  - Testing
  - Deployment process
  - Scalability model



Photo by Jen Theodore on [Unsplash](#)

# Understand tradeoffs

- Eg.
  - Monolith vs Microservices
  - Memory vs CPU
  - Highly Scalable vs low latency
  - Reusable vs bespoke
  - Complex (but powerful) vs Simple (but limited)
- Optimizes for the most relevant ones
- Understands the short vs long term impact of these

Photo by Pickled Stardust on [Unsplash](#)



# Flexible

- Comfortable with different programming languages
- ...and paradigms:
  - OOP vs Functional
  - Declarative vs Imperative
  - Compiled vs Interpreted
- Can solve the same problem in different ways and with different tools

Photo by Wesley Tingey on [Unsplash](#)



# Bug catcher

- Understands and refines user stories
- Can write different types of test:
  - Unit
  - Integration
  - E2E
- Can find and discuss edge cases
- Keeps track of technical debt and helps to pay it back



Photo by Benjamin Balázs on [Unsplash](#)

# Good advisor

- Understand patterns and best practices
- Can suggest patterns that have good long term effects
- ...and avoids other that might lead to problems
- Suggests but does not mandate

Photo by Diego PH on [Unsplash](#)





A close-up photograph of a green chameleon with a distinct yellow head. The chameleon is positioned horizontally across the center of the frame, resting on a thin, light-colored branch. Its body is a vibrant green, and its head is a bright yellow with a dark brown stripe running through its eye. The background is blurred, showing more of the same green foliage.

# Soft skills

# Active lever

- Ask hard questions
- Takes leadership to find what they don't know
- Is a bridge between product and technology

# Understand the business

- Understand the business
  - What's the purpose
  - What are the unique strengths
  - What are the main weaknesses
  - How can technology help

# Communication!

- Be able to talk with all the stakeholders
- Be able to talk about failures and learnings
- Can write docs & deliver presentations
- Can make complex topics digestable

# Supports management

- Planning, drive ceremonies
- Can split complex tasks into manageable parts

# Autonomy

- Can drive projects that require research and grind
- But aware of avoiding silos
- Knows how to get unstuck
  - Ask for help
  - Research and experiment
  - Read the docs
  - Read and understand existing code

# Focus on delivery

- Set expectations
  - What does it mean to be successful in the current environment
- Positive attitude:
  - Don't blame the system
  - Propose solutions
  - Facilitate conversations
  - Help to find compromises
- Confidence that hard problems can be solved even if we don't know how yet



# How to grow

# Go 1 level deeper

- Don't stop at the layer you are familiar with
- What happens in the underlying layers?
- E.g.
  - How does the HTTP protocol work?
  - How does TCP work?
  - UTF-8, SHA512, DNS, etc.
-  The computer science iceberg
- Descend one level at the time
- Build prototypes

# Have fun

- Learning new stuff can be fun
- You can build utilities and side projects
- Showcase what you learned to your peers
- Can you apply these learnings at work?
- Hackaton and free study days are a great way to spend work time for engineering growth

# Pair programming

- Try to pair with as many people as possible within the org
- You can probably learn something from everyone (even from the most junior)
- You can probably teach something to everyone (even to the most senior)

# Create content

- Articles, Talks, Videos, Twitter threads, Etc.
  - You don't need to be an expert to share something new you learned
  - Make it a habit
  - Creating content will massively improve your communication skills
  -  Atomic essays
-

# Keep a positive attitude

- Be pragmatic when problems arise
- With enough time and money you can probably solve everything
- With *slightly less* money and time you can find decent compromises 😊
- Help others
  - Especially at the early phases of a project/feature - Avoid common design mistakes early on
    - e.g. defining data models for dbs/events and keeping those documented and versioned
    - But don't do the mistake of thinking that there's only one solution
      - Evaluate other proposals, suggest and give people space to experiment and go ahead with other ideas
  - Don't be picky about technology or style

# Additional resources

- <https://www.progression.fyi/>
- <https://medium.com/building-carta/engineering-levels-at-carta-d33db2a55a20>
- <https://career-ladders.dev/engineering/>
- <https://davidxiang.com/2021/07/18/20-micro-habits-of-high-impact-software-engineers/>

We cannot excel at everything

But we should know our strengths and weaknesses

Work with our team to amplify strengths and compensate weaknesses

And strive to get better every day!

Thanks