

How to Get Your
Dream Job in 5000
Words or Fewer and
Live in the Woods and
Work on the Internet



Luke Karrys @lukekarrys

18 Jul

I'm giving a talk at [@TriConf](#) titled "How to Get Your Dream Job in 5000 Words or Less and Live in the Woods and Work on the Internet"

[Details](#)



John Higley @higley

18 Jul

[@lukekarrys](#) [@TriConf](#) what's it about?

[Details](#)



Luke Karrys

@lukekarrys

[@higley](#) [@TriConf](#) Passion, I think.

[Reply](#) [Delete](#) [★ Favorite](#) [••• More](#)

1 FAVORITE	
---------------	--



12:48 PM - 18 Jul 13

This is a talk about
passion

and purpose.

"Then you should
do it."

– one of my heroes, Adam Brault

<http://thepot-luck.com/adambrault/then-you-should-do-it>

There will be fear.

There will be fear.

But you should do it.

ary. I am currently a JavaScript developer at moshim who has extensive experience with front-end web development and some experience with back-end as well. I really, really love the web in general and developing for it is truly a passion for me. My favorite part is getting an idea that is so awesome it gives me butterflies, and then working to make it a reality.

person: I live in a small (less than 1 sq. km) desert village in the middle of the [Tonto](#) National Forest in Arizona. I'm about 20 minutes outside the town of Payson and 90 minutes outside the Phoenix area. I absolutely love where I live. I enjoy doing outdoor stuff such as cycling and trail running. I also enjoy live music, shirts and my family (not the wife/kids variety but the mother/sister/brother-in-law/uncle/brother/sister variety). I'm looking for a decommissioning job that challenges relationships with my awesome coworkers.

Tell yourself: You help drive projects in quality and completeness. You can't stand being blocked from getting things done and you know how to get unblocked. You strongly prefer not to be managed.

about: One of the things that would drive me crazy as a kid was when I would start doing the yard for my mom, and then she would tell me to stop because it was "good enough." But I still had to trim around the driveway and the rocks and the trees! And that side of the yard that no one ever goes in still looks like a mess! I'm still like that today, especially with software projects. I love the feeling of finishing something and finishing it right. And I can do those things on my own. For the past mostly because my team and managers trusted me and knew I did great work, but there was still a time period during the first month of remote work where everyone was watching out for pitfalls and making sure everyone (especially me) stayed as productive and collaborative. I was diligent in asking my manager and coworkers if there was anything I needed to change, and I didn't receive a single complaint. Someone even said they thought I was getting more work done (which I took as a compliment).

lesson: This... might be a long email.
ok questions, look dumb, be wrong, take risks, and fail.
not great at this in large public settings, but can definitely do it in situations where I trust the other people and I feel like they trust me. The larger public settings is an area that I have been making an effort to improve upon. I have volunteered for 3 speaking engagements in the last year to try and become more comfortable with the feelings of risk, looking dumb and failure. One was at a local [Node.js](#) group and two were at my current workplace where I spoke to people outside my team about my work. I definitely pushed me out of my comfort zone. They required taking risks and possibly looking dumb. I felt like one of my talks was a failure since the people attending left not seeming excited or asking any questions. I did my best to make sure that didn't happen at the next one by being prepared to do more live code and demos instead of slides. Overall, I'm not worried about looking dumb. Someone is most likely going to think I'm dumb somewhere along the line, so there is no one to blame but yourself and give way more than your share of credit.

b, one of my favorite activities is project post-mortem meetings. I love looking back on a project, specifically my areas of direct involvement and responsibility, and dissecting it to see what I did wrong and what could be done better in the future. I love being the first person to take responsibility for something not working. I'm usually the first to point out my flaws and failures because the ways that I can improve always seem so obvious to me after a project. I see taking blame as a positive behavior. As for giving away credit, nothing feels better than working on a project with an awesome team and having everyone share the awesome feeling that it is complete and awesome (the awesome count for that outcome was 3, wait 4). It makes everyone excited for the next project (and it's a great excuse for a fun party to celebrate the accomplishment!).

Awesome Rock Star Ninja Superstar: You're good but painfully humble about it because you know how much you have to grow and how much you can learn from those around you.

Awesome Rock Star Ninja Superstar really is me. I am a person and I want to work with people. As for being humble, it feels a little bragging to tell you how humble I am. So I will just say and be really honest, I know I am a good developer. I know because people I respect have told me so. I know because I get that awesome feeling when I create something cool and then I get to share it with the world. I know because I really, really enjoy doing it too. However, I consistently look at myself and think, "I will never be able to say 'I am happy with how much I know about development'." It feels like an internal conflict, which is a good thing. It's like the 1.5 mile hill near my house that I have to run up and face myself and try to forget my previous fails. So I keep that same mindset when thinking about improving as a developer. And the Aystrom looks like a dream team of people that I would never fail to have something to learn from.

communicate and play well with others, recognizing conflict is a creative force when handled correctly.

my ability to communicate, which is why I made a real effort to improve my developer-to-non-developer communication skills after my last performance review at work. More than one project manager said I would lose them in my communication about trade related issues. Since then I have been diligent in writing emails and explaining problems over the phone and in person to make sure I am doing the best possible job communicating the issue at hand.

ing person and therefore have always gotten along well with others in my various jobs (pizza delivery guy, 2nd grade teacher, developer). I would say I feel a bit short on the conflict front though. Honestly, I don't deal with much conflict in my work life. I don't know if this means I am Doing It Wrong or not, but I tend to believe that getting along great with people and most discussions about work related issues just don't turn into full blown conflict. I definitely don't think conflict should be avoided, but you know how to state your position without being offensive and argue your point without being defensive.

dition: If I have a strong enough opinion and have done my homework to back it up, I love to state this position and argue my point. I do it carefully and when other people do the same I have no problem not being defensive. I feel I am pretty good at this in 1 on 1 situations or smaller groups where mutual trust exists. But the reason I give myself a 6 is that again I feel like full short of this in larger or unknown group settings. I have made it a personal goal of mine since May to become better at being comfortable not sharing my opinion or speaking大胆.

ways to make things better – your work, others' work, and your collaboration together.

most not doing anything if I am not actively looking to make things better. At my current job I joined the innovation task force to try and tackle the problem of people at the company being afraid to try new things and innovate. I also joined a small front-end JavaScript task group where we tried to come up with some guidelines, design patterns, deployment and [CI/CD](#) steps to make it as painless as possible to share code modules across the large number of sites using them. Collaborating up front periodically and changing my workflow in places where I feel I might have grown stagnant or complacent. This year I made the switch to Sublime Text 2 and now I'm using much better [linting](#) and code quality practices. This actually came as a suggestion from a coworker of mine who wanted to make my work better. I also made the conscious effort to try new design patterns when architected JavaScript code. This was after a personal review of my code made my realize I was probably not doing a good job at all.

a bit tired of this list. It is also really exciting to answer all of these questions and know they will be read by insanely smart people who I would be honored to work with. Really, I follow few of the Aystrom on Twitter and they are the reason I am currently excited and terrified to send this email. I think I first heard of Aystrom when this post of Henrik's hit HN and I immediately Instagram'd it and followed him on Twitter. And yes, he continues to amaze me as recently as last week. That the end. It was a truly perspective changing piece that reinforced in my eyes how special of a place Aystrom is. So you, my heart is pounding right now, but that's going to stop me.

issues are important, too.

great and people you respect you do.

or I know the job post said "Lead Interface Designer" but don't stop reading now! None of the awesome designers I've worked with have told me something I've needed: was awesome. I do feel like I have an eye for good design but can't talk for hours about typography or whip up something great looking in Photoshop in a short amount of time. I do try and make the things I put online look great either by using something like [Sass](#) for my coding blog or doing something

simple, clear and visually minimalist interfaces.

not to be a designer, I can still build some awesome, easy to use interfaces. I've spent a lot of time arguing and discussing with clients, project managers and designers about how something should work in the best possible way. Most of the time I have had an awesome designer whose UX/UI skills I trust completely to work hand in hand with to make sure the end product is awesome. However, I am confident that if the visual look and feel of something is done already, then I can create it in the browser with CSS. You can and love a preprocessor (like Sass, Less, or Stylus).

design, but when I do, I do it in the browser with CSS. The Chrome Web Inspector and Sublime Text 2 with Live Reload are my best friends when it comes to designing something in the browser. I tweak and tweak and tweak until it looks right. I have used Sass before on a few projects (although I prefer the SCSS syntax) but thus never found a place in my permanent workflow mostly because no one uses it at my current job. There was one small project I did where a colleague and I got to use it, then never I will use it again.

fully considered because (1) doing so informs the logical structure of the site and (2) good markup is great supporting documentation.

I'll spend arguably too much time creating this flow chart to make sure I am selecting the perfect HTML5 element for my content, then you. If you mean did I cringe when committing this because I realized just how long almost all the content on my homepage was just wrapped up in an H1 making me look like I had pressed the "Convert to Website" button in Microsoft Word, then you.

me with front-end JavaScript, comfortable with [AngularJS](#) MVC, and you've built something with [Node.js](#).

you where in the world, it would be in front-end JavaScript. I would be at home and I would stick a homemade sign that said "Home is where the front-end JavaScript is" and hang it on the wall. [Node.js](#) would be a very close second, and if I was really well off I would like to buy both houses and split time between the two pretty evenly. Not just like a vacation home but something where you spend a lot of time in both places but not too much time in one that you wish you were at the other to use for a second home. Tweet your backtracking (you can code) that built with [Angular.js](#) and the Platonic framework.

try all the flavors of [Angular.js](#) that are out there though. For example, I recently read this pretty in depth account of [Angular.js](#) and the problems it solves and it kind of blew my mind. The problems that it tackles are things that websites like [Gmail](#) and [YouTube](#) deal with, and that I didn't even know existed. I mean I knew those sites solve hard problems, but I have never been bitten or even heard of zombie events in Backbone. I think it is something where I would need to solve concrete problems of Git and you've worked in a web framework of some sort -- Rails, [Node.js](#), or Django.

using GitHub a year and a half ago. The first time I used Git, it was scary and new. "So different from Subversion!" I cried in horror. Slowly I started to realize that this was Stockholm Syndrome. Git was so awesome that I left home from work and took everything from my ReadyNAS that I had setup to be my version control system for personal projects with [GitHub](#)'s SSH keys, and [Git](#) for Subversion and [GitHub](#) and put all the code on this new "Hub" of "Git" that everyone else does. [GitHub](#) has been my weapon of choice recently. Having previous experience with JavaScript made it a natural fit and made creating a full application a joy. Coupled with the easy hosting options of [GitHub](#) and the like, and I fell in love. We also started using it more at work and I loved that I was able to write back-end and front-end code in JavaScript. It really helped in the realm of less context switching that often plagues me in application development.

you write and understand basic marketing.

and at marketing, but if I believe in something, then I can market it. It's like the time in high school when I volunteered to do cold calls to schools for my uncle's multi-state basketball tournaments because I knew it was so awesome and every kid that got the chance to play in it would love it, even though I didn't enjoy talking on the phone to strangers. I also like to write, but you probably couldn't tell that by this 4,000+ word email. Although I am allergic to copy that sounds like it was written by a machine, things sound good and stuff." [Node.js](#), that was off the cuff, let me try again: "Development and words are things I use to make things for people." Ok, [Node.js](#) isn't my thing, but I enjoy coming up with copy that sounds like it was written by a human with a personality. And I love the copy on the Aystrom homepage.

improve on the homepage though is the code that binds the navigation links to the content areas on the homepage. Instead of five selects and functions I would do something like:

```
$(document).bind('click', function() {
    $(this).attr("id", "selected");
    $(this).attr("selected", "selected");
});
```

I couldn't figure out after checking on the source. You'd also have to change the href for all menu to [#page-one](#). And I don't understand the reference to having [css](#). Hopefully that's something that someone can explain to me one day.

of your work and links to where you're located online (Twitter, [GitHub](#), personal site).

I am a developer (which unfortunately has a longer list of positions than actual posts). I'm also on Twitter and GitHub and I love to save interesting code articles and tag them on Pinterest.

I worked on this year:

work sponsored JSConf US 2012 by throwing [Node.js](#). I was on the curation team for the conference and I used the HTML5 history API and the Platonic framework to make the site not use full page reloads. Here are my commits for the project, the bulk of which www.upset the front-end code and reducing the routing functions.

you said that I worked on was the custom contest to give away 1 ticket to JSConf. Another developer and I worked collaboratively on a PhoneGap app that was used to take pictures of all people entering the contest and a site where the entries would be uploaded and then people could vote through Twitter. I mainly worked on the PhoneGap app and the code that would watch Twitter for a certain hashtag and then parse the tweet for the necessary information and count the votes appropriately. I have worked on in my free time is a static site generator for Instagram photo blogs using Jekyll. It's currently in an under construction state as I'm migrating away from [GitHub](#) to more of a vanilla Jekyll setup. The bulk of the code is in the Rake tasks that will create photo posts using their Instagram API and the Instagram Jekyll plugin for creating the HTML for those posts. There is also the front-end code that uses the Instagram API (and a PHP to proxy) to allow Instagram users to post directly to their Instagram feed via Jekyll.

I created this year (which has since been abandoned) is a Static Site Boilerplate. This was a boilerplate that I created to try and do development of mostly static sites that would rarely and easily provide support for HAML, SCSS, Coffeescript and LiveReload as well as the HTML5 Boilerplate and Twitter Bootstrap while also minifying and concatenating JS and CSS. This project is now defunct mainly because much better tools exist but it was a good learning experience for me in what a boilerplate should be.

and built the front-end JavaScript code for was a prototype for a marketing brochure site that didn't get picked up by my agency. It was originally the CodeKit project that I mentioned which used SCSS and HAML. The example I've included only includes the present file obviously and I've changed the SCSS slightly so that none of it is minified or concatenated so it can be viewed easily. The main JavaScript file is here. The main goal was to have this be extensible (so HTML/CSS/JS and each slide did not have to be [prettified](#)) so it was easier to make the code dynamically build the slides as necessary so as little as possible was going on in the DOM at any one time.

to talk about was a pet project of mine from March called TweetYourBacktrack. It stemmed from an idea covered in this blog post and this is where I started to think about if you could store all the [Twitter](#) information for a bracket worth of NCAA tournament picks in a tweet. Turns out you can (and turns out it's a major point if use the two URL shortener anyway). So I spent a week coding my kind of crazy idea and launching it and getting 16 entries (2 of which were me). It was still a cheap shot. And I have a bunch of new ideas for what to do with it this year.

ing the time to read this insanely long email, I know Aystrom puts a lot of time and care into crafting that job description and into hiring the current members of the team and I wanted to try and put that same care and effort into this email application. I look forward to hearing from you.

I wanted a job
that I loved.

Passion is
hard.

I failed.

A whole bunch.

Your dream job
will be hard.

Why do I Love*
my job?

big-L Love: <http://thepot-luck.com/ericzanol/a-recovering-wannabe/>

I couldn't be
a wannabe.

I have no idea
what I'm doing.

But I do it
passionately.

Dream job?

✓ Dream job?

I live in the
woods,

because that is where
I belong.



United States



Google



Google



Google



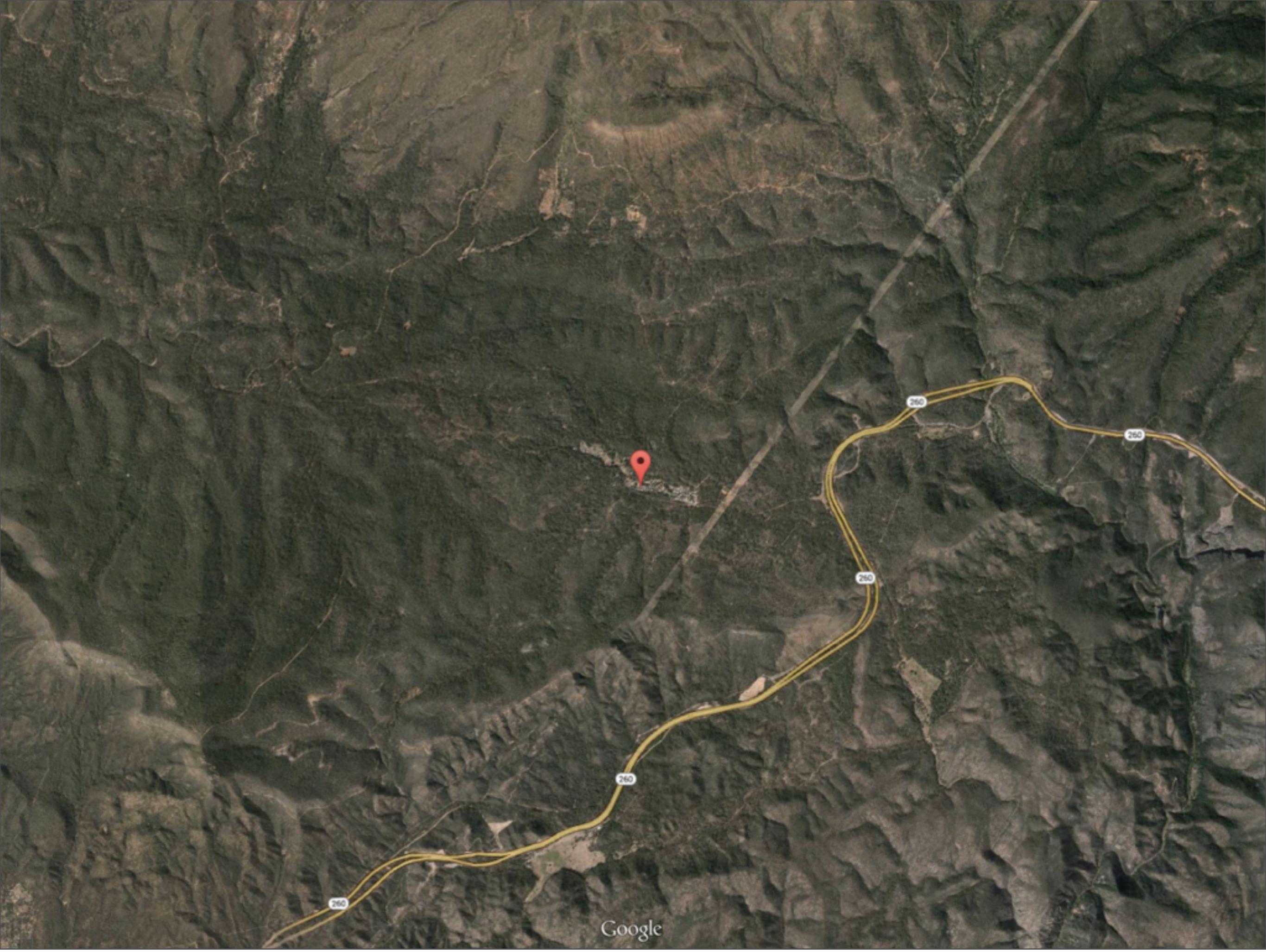
Google



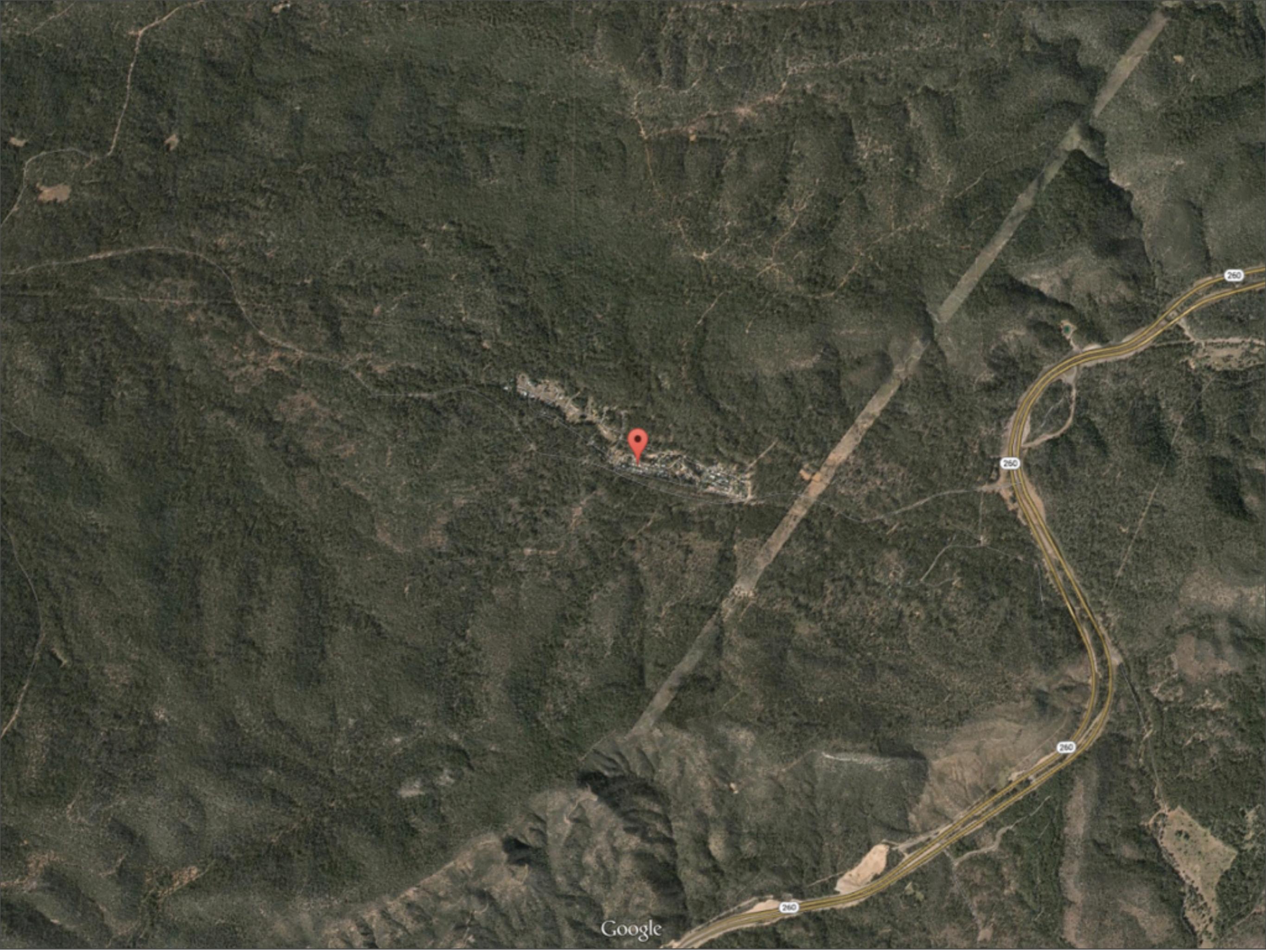
Google



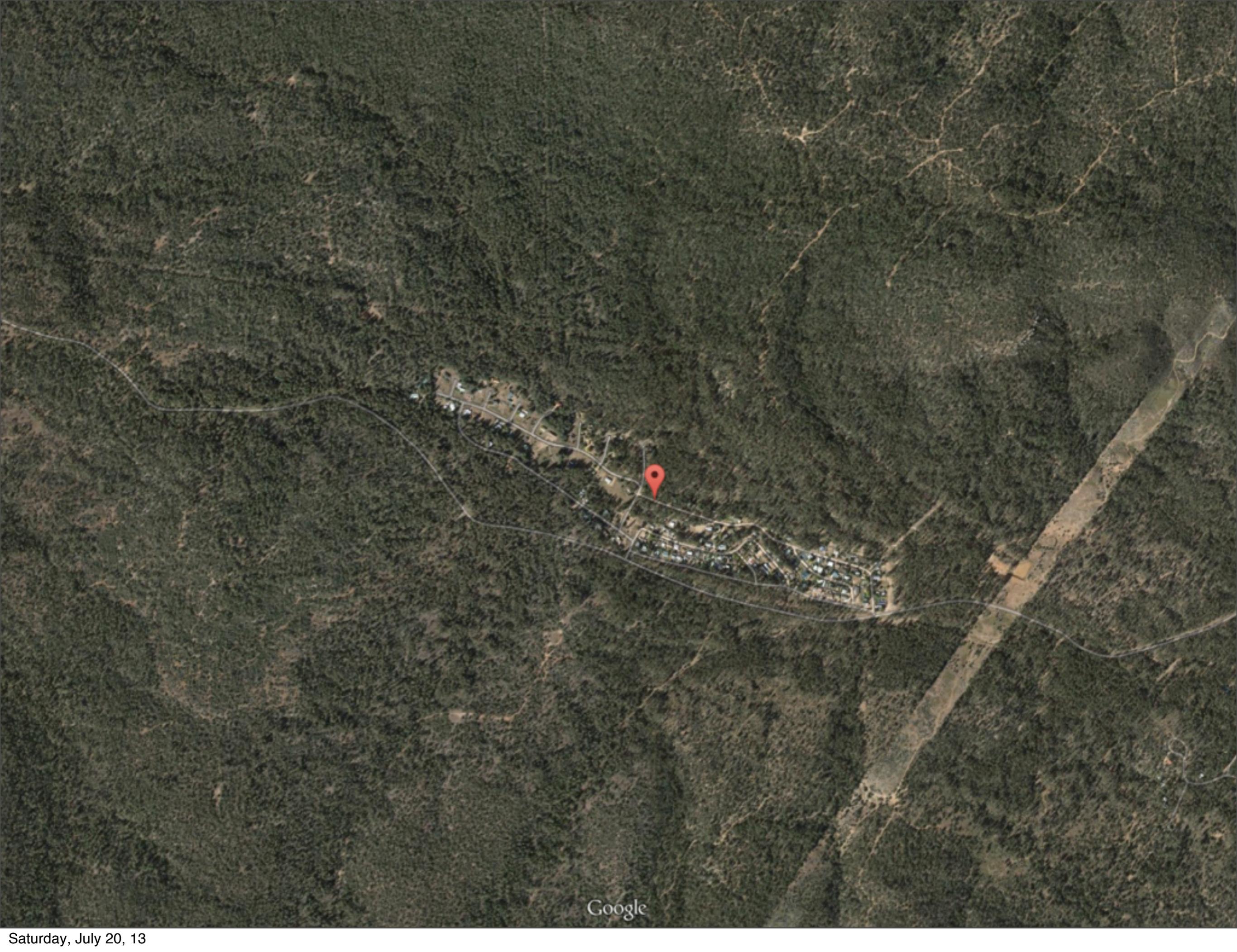
Google



Google



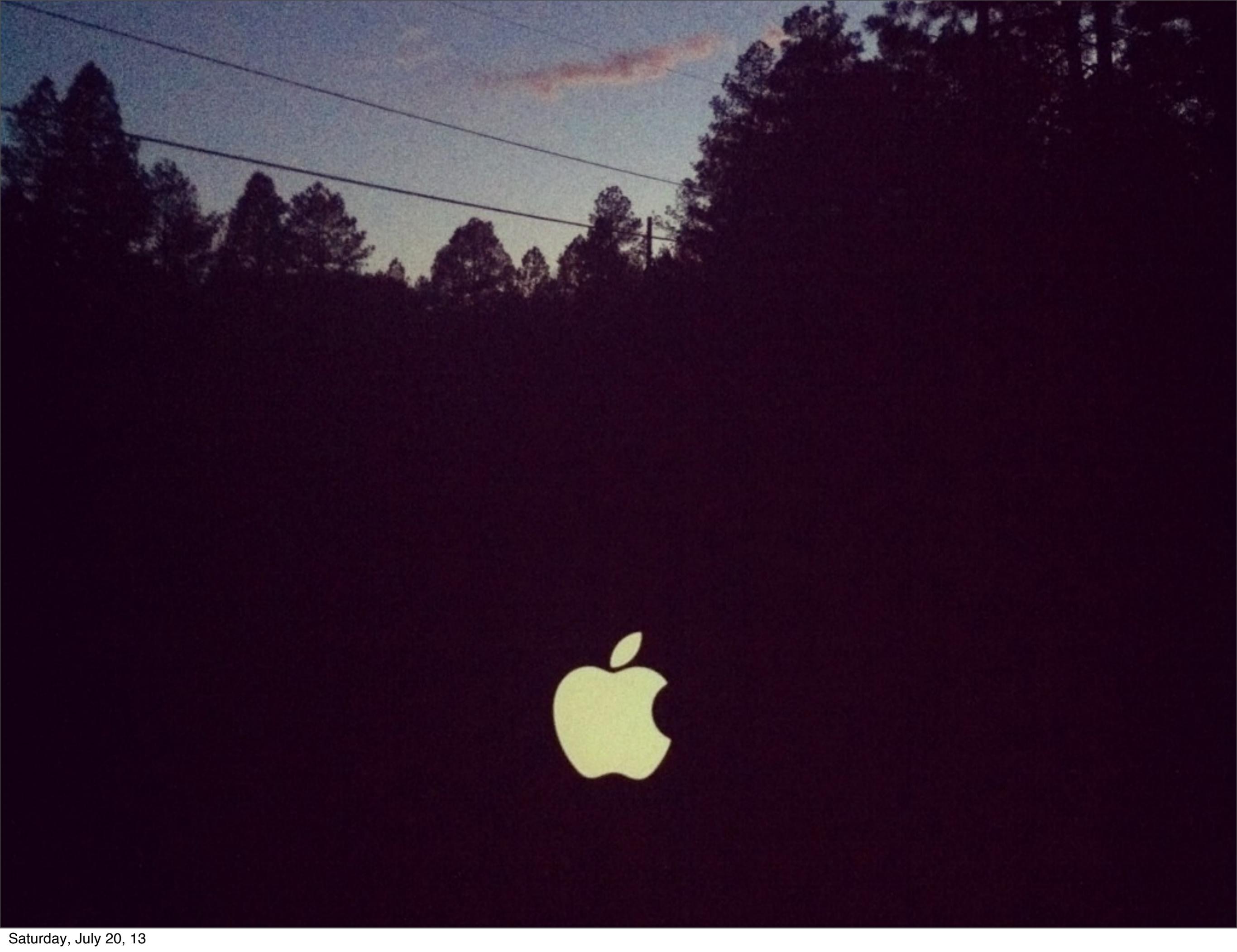
Google



Google



Saturday, July 20, 13



Do everything with
people you Love.



Saturday, July 20, 13



Saturday, July 20, 13







Saturday, July 20, 13

Dream job?

People I love?

Living in the woods?

✓ Dream job?
People I love?
Living in the woods?

- ✓ Dream job?
- ✓ People I love?
- Living in the woods?

- ✓ Dream job?
- ✓ People I love?
- ✓ Living in the woods?

“The Good Life”

Living in the place you belong. With the people you love. Doing the work that's yours.

<https://speakerdeck.com/adambrault/realtimconf-closing>

Why am I unhappy
sometimes?

I am fucking
forgetful.

“The Good Life”

Living in the place you
belong. With the
people you love. Doing
the work that's yours.

“The Good Life”

Living in the place you
belong. With the
people you love. Doing
the work that's yours.
— on purpose

Purpose is the
important part.

I battle:

Depression

Anxiety

Anger

I battle:

✓ Depression

Anxiety

Anger

I battle:

✓ Depression

✓ Anxiety

Anger

I battle:

✓ Depression

✓ Anxiety

✓ Anger

I can convince myself:

I suck at my job

I'm not worth loving

I belong nowhere

I can convince myself:

✓ I suck at my job

I'm not worth loving

I belong nowhere

I can convince myself:

- ✓ I suck at my job
- ✓ I'm not worth loving
- I belong nowhere

I can convince myself:

- ✓ I suck at my job
- ✓ I'm not worth loving
- ✓ I belong nowhere

But not on purpose.

“All that is necessary for
the triumph of evil is that
good men do nothing.”

– Edmund Burke

All that is necessary for
the triumph of me is that
I have purpose.