Links to backend job offers: [Job 1](#) - [Job 2](#) - [Job 3](#) - [Job 4](#) - [Job 5](#) - [Job 6](#) - [Job 7](#) - [Job 8](#) - [Job 9](#) - [Job 10](#)

The [first article](#) is more of a roadmap of the steps that a backend developer should focus on following, from the very beggining. The roadmap is extensive, and contains options for many facets of backend development, but is a good starting point from which to work from as you aim to learn how to write and architect a web backend. It is also structured in a way that easily allows the reader to see what their progression should look like, where they should start and where they should aim to go . The article is valuable in my opinion since it points out technologies you might not have heard of that provide solutions for problems you currently face, or may face in the future.

The [second article](#) is an interview with the Technical Director at Hive, where he gives a summary of what his day as a developer looks like. This article, though not as technically useful as the first one, provides a good intro into the daily life of a developer working at an office, and can serve to quell some of the anxiety surrounding a persons first job as a programmer, as well as set some expectations as to what will be happening during your working hours. Obviously, the experience will vary from company to company, but the article has a good mix of common and unique experiences.

Interview summaries:
- David is a veteran in the software development world, and has experience across many industries. This has meant that he has had to change tech stacks constantly, from .NET to c++ to Java, for developing software ranging scientific instruments, to web backends using Spring. Since the tech is always changing, he suggests that general problem solving and a good understanding of good software architecture is what makes a great developer, since these skills are applied to all software projects. He also mentioned a couple of things that junior developers like myself need to get right as soon as possible, such as thinking about the long term maintenance of a project, which includes proper versioning and documenting, so that future developers can easily work with the code base. Regarding office versus remote work, he personally prefers remote work, since it gives him more flexibility and it is easier to focus, but acknowledged there is a challenge with keeping a healthy work/life balance, since it all happens in the same physical space.

- Carlos is a junior architect at my current company, and specializes in web development. Despite the more specialized role compared to David, he also switches tech stacks quite frequently, although some core technologies are more constant, such as Spring, Bootstrap and MySQL. He also mentions the importance of good problem solving skills, as David did, but also points out the importance of project management skills, such as good teamwork, the ability to express oneself clearly and concisely, and the ability to organize tasks and perform them exactly as the specification requires. He cautions junior developers like myself against deviating from or questioning the specification, or performing tasks that the client has not asked for. In his mind, the client is always right. He also suggest asking for help where necessary, since the work may end up being worthless, which could have easily been avoided by simply asking for clarification or help. In regards to office versus remote work, he has the same opinion as David.

Ultimately, I aim to work full time as a backend web developer, specifically developing ecommerce websites. Ideally I would have the option to work from home most days, while still having an office to go to if I had to meet with the team. This will require knowing Java, Spring and being able to work with a relational database, such as MySQL, among other things. Beyond technical knowledge, I will also have to continue developing my problem solving and communication skills, since they are as important as domain specific technical knowledge.