

The Good, the Bad and the Ugly Framework

Use this a checklist for every job, no job is perfect but the more checks the job has the better

Good jobs

1. Feasibility (job is important to you in terms of growth can be development skills, getting paid or just ranking up on the platform)
2. Scope and duration (scope and duration fit into where you currently are on your journey this means if you are starting out simpler scope with shorter duration where you get paid to learn and rank up on platform would be ideal)
3. Client reputation (client history checks out)
4. Learning opportunity (get paid to learn)
5. Aligned with client (this means client understands what you are talking about and understands features you wanna develop and vision aligns for both of you)
6. Project future (client has vision for project future where you get hired again)

Bad jobs

1. Vague job description
2. Low pay
3. Client has poor reputation
4. Unrealistic deadlines
5. Excessive around what needs to be done
6. No contract
7. Lack of respect
8. Expecting availability 24/7
9. No upfront payments (most crucial one)

I never take a job that doesn't do upfront payment, never.

Now let's look at ugly jobs, what are ugly jobs? Ugly jobs are something that seems good but as you get into development you realize it isn't what you discussed with the client.

Ugly Jobs

1. Vague job description but as you talk with client they reconfirm your vision and say they wanna proceed
2. Good pay
3. Upfront payment
4. Client excessive around what needs to be done as you get further into development
5. Client doesn't respect your time or you as a developer as you work on a project

Ugly job is something in between a good job and a bad job, you will eventually hit one of these and what you wanna do is complete it, get a good review and avoid it like a plague.

As you further rank up you will encounter all of this as mentioned before come back to this material and use it as guidance.