1. **Figure out your end goal:**

* Work for a big company, startup, freelance?
* Web Development (frontend/backend), gaming, data science, mobile apps?
* What are you naturally good at?
* Check pay scale, job security, etc for diff types of dev jobs.

1. **Choose a programming language:**

* Figure out what language you should learn for what you want to do
* Fundamentals first!(save frameworks, etc for later)
* Choose a text editor / IDE and get comfortable with it
* You can always switch and learn another language

1. **Find resources & Build a curriculum:**

* Books: Great for learning fundamentals
* Documentation: Best used for reference
* Resource websites: W3Schools, MDN Web Docs
* Video Courses: Youtube, Udemy, PluralSlight, Lynda, Coursera etc
* Online Bootcamps: FreeCodeCamp, Codecademy, TeamTreehouse
* Challenge Websites: Codewars

1. **Find a community:**

* Having people to talk to and learn form is very beneficial
* Find a mentor if possible
* Join an online community
* Go to meetups

1. **Create your own projects:**

* Following along the tutorial is only half the battle
* This is where most get stuck and many quit
* Your Projects do NOT have to be from scratch
* Add new features, use the docs as a supplement to figure new stuff out
* Look at other people’s code that is similar to what you want to achieve
* Eventually you won’t need to use other projects as a starting point

1. **Create your own portfolio:**

* Create an attractive but simple portfolio
* Showcase a live version if possible and your source code
* Self taught developers NEED a great portfolio with work examples

1. **Contribute to open source:**

* Gives you experience with real life projects
* Collaborate with other developers
* Something for your resume
* Learn how to use Github

1. **Create an online presence:**

* Have an up to date LinkedIn and professional Twitter
* Upload all your work to github and keep it well documented
* Write articles, tutorials, videos, etc
* The more you are visible on the web, the better