Becoming 10x

To become a "10x developer" using insights from **John Carmack's .plan files**, you can focus on the principles and practices he embodied. Carmack was renowned for his technical brilliance, problem-solving skills, and ability to produce results far beyond the average developer. Here's how you can leverage his .plan files and philosophy to level up:

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1. Master the Fundamentals

- Carmack's deep understanding of computer science fundamentals (graphics, algorithms, hardware) was key to his success.
- **Action Plan**:
  - Study key concepts like data structures, algorithms, computer architecture, and mathematics (linear algebra, calculus for graphics).
  - Practice implementing systems from scratch (e.g., a rendering engine or physics simulation).

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2. Adopt a Problem-Solving Mindset

- Carmack approached problems with curiosity and persistence, always looking for optimal solutions.
- **Action Plan**:
  - Regularly challenge yourself with complex problems in your domain (e.g., competitive coding, open-source contributions).
  - Break problems into smaller, manageable chunks and tackle them iteratively.

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3. Optimize for Simplicity and Efficiency

- Carmack was a proponent of simplicity in design and coding practices.
- **Action Plan**:
  - Write clean, maintainable code by adhering to solid principles (e.g., single responsibility, minimalism).
  - Learn optimization techniques, such as profiling and refining code for performance.

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4. Build and Iterate

- Carmack believed in rapidly building and iterating on projects, learning from each cycle.
- **Action Plan**:
  - Work on personal projects that challenge your limits (e.g., games, engines, tools).
  - Gather feedback, refactor, and polish your work iteratively.

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5. Stay on the Cutting Edge

- Carmack constantly explored new technologies and ideas, staying ahead of the curve.
- **Action Plan**:
  - Read whitepapers, attend conferences, and follow thought leaders in your field.
  - Experiment with emerging technologies (e.g., AI, VR, blockchain) in side projects.

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6. Embrace Open Communication

- Carmack's .plan files were a form of sharing his thoughts and engaging with the community.
- **Action Plan**:
    - Document your learning journey and share your insights through blogs, talks, or open-source contributions.
    - Seek mentorship and collaborate with others to gain diverse perspectives.

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7. Focus on High-Leverage Activities

- Carmack focused on activities that had the most impact, like engine design and optimization.
- **Action Plan**:
    - Identify areas in your work where you can create disproportionate value (e.g., automating repetitive tasks or building core systems).
    - Prioritize tasks based on their long-term benefits.

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8. Learn from the Source

- Carmack's .plan files offer direct insights into his thought process.
- **Action Plan**:
    - Read the archived .plan files to understand his technical and problem-solving approaches. Focus on entries about topics like game engines, rendering, and optimization.
    - Apply his techniques to your projects, reflecting on how they improve your results.

Resources

- **Archived .plan Files**: Search for repositories hosting these files (e.g., Doom Wiki, public archives).
- **Books Inspired by Carmack**:
    - *Masters of Doom* by David Kushner.
    - *Game Engine Architecture* by Jason Gregory.
- **Technical Blogs**: Follow developers inspired by Carmack for modern takes on his principles.

By adopting Carmack's mindset and work ethic, you can significantly elevate your skills and aim to be a 10x developer. Let me know if you'd like resources on specific technical skills or projects to apply these principles!