



GitHub Workshop: Software Design and Professional Profile

**SKILLS
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Department
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Lecture Housekeeping

- The use of disrespectful language is prohibited if asking a question. This is a supportive, learning environment for all – please engage accordingly! **(FBV: Mutual Respect.)**
- No question is 'silly' – **ask away!**
- There are **Q&A sessions** midway and at the end of the session, should you wish to ask any follow-up questions. Moderators are going to be answering questions as the session progresses as well.
- If you have any questions outside of this lecture, or that are not answered during this lecture, please do submit these for upcoming Open Classes. You can submit these questions here: [Open Class Questions](#)

Lecture Housekeeping cont.

- For all **non-academic questions**, please submit a query:
www.hyperiondev.com/support
- Report a **safeguarding** incident:
www.hyperiondev.com/safeguardreporting
- We would love your **feedback** on lectures: [Feedback on Lectures](#)

Lecture Objectives

- **Building an application from the ground up**
- **Document the process on your online profiles**

Story

As a budding software engineer, it's important to make sure that you have good projects in your portfolio. But an often overlooked part of the quest to get the first engineer role is online presence.

One way to make yourself stand-out in the application process is to have a good online presence that shows your passion and growth within this field.

Building Online Presence

There are a few ways to build your online presence as a developer.

1. Having an active GitHub account, this allows recruiters to take a look at your activities and lets them know that you are able to actually write code.
2. LinkedIn, this professional platform allows you to connect with other professionals, this makes it a lot easier to get discovered by potential employers
3. Blog, having a technical blog allows you to share your technical knowledge and can be a really good way to make you stand out in the application process.

GitHub: Important Things

Just having a GitHub account might not be enough, you need to have the following things.

1. Good commit history, this is the most important thing to show that you are constantly working on things
2. Profile, having a well structured profile with your personality sprinkled all over it makes your profile stand out.
3. Contributing to other repositories, this shows that you are able to work with other people, open source contributions can also open up a lot of career opportunities

LinkedIn: Important Things

For the most part, LinkedIn is more of a formality, you need to have it as a professional. There are a few things you should do with your LinkedIn.

1. Use it as an online CV, keep it professional and keep it up to date to match your experience.
2. Use it to document recent programming achievements, post any new certifications, any new findings or successes in your projects.
3. Like and report interesting technical posts.
4. Connect with recruiters and hiring managers at companies that you are interested in working at.

Blog: Important Things

As a developers, blogs are one of the most important tools for learning new skills and learning how to implement different technologies and techniques in your code. These blogs are usually created by other developers within the industry. As a new developer, you can use a blog in the following way.

1. Document your journey as a developer
2. Talk about the things you have learned after finishing a project
3. Use it to talk about some of your projects.
4. Give your perspective on any programming topic that interests you

Challenge

For this challenge, you need to think of a problem that can be solved using your current skills, think of a problem in your current work or just any problem that you see in your everyday life and think about how code can be used to solve these problems.

You will need to solve the problem in the following way.

1. Project

- a. Create some design documents for this problem, feel free to explore different approaches that are not covered in this course.
- b. Use your designs to build your application using the MVC pattern
- c. Make sure that you are constantly pushing your changes to GitHub as you build your solution.

2. Blog

- a. Write a blog about the problem that you want to solve and the potential benefits of solving this problem. (You can indicate that this is a proof of concept application)
- b. Once you have built your solution, create another blog post talking about the process that you took, the blockers that you had and the things that you have learned

3. LinkedIn

- a. Post progress on your project on LinkedIn, as you learn new techniques, share those techniques and resources on LinkedIn
- b. As you create your blogs, share them on your LinkedIn profile

Build and Blog

Build an application from
the ground up and
document the development
process

Goals

1. Building a 'flagship' project
 - a. Ideally, this will take months to build allowing you to properly understand the problem, research and learn new technical skills
 - b. Learn new frameworks and/or techniques for working with the console.
 - c. Improve your GitHub activity.
2. Be more active online
 - a. Talking about the projects you are working on
 - b. Giving your perspective on technical ideas
3. Stand out when applying for jobs
 - a. Recruiters that you connect with will see your activity
 - b. When applying for jobs, your blog can be another tool to show your suitability and level of understanding

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Benefits

1. Improve your GitHub activity
2. Learn how to manage a long-term project
3. Learn about planning for a project long term
4. Improve your knowledge of Git
5. Improve your job prospects by diversifying your activities within the industry
6. As you write blogs, you will reinforce your knowledge of the topics that you are talking about.
7. The more active you are on LinkedIn, the more recruiters in your network will see your name.
8. Much much more

Project Ideas

1. **Personal Finance Manager**
2. **Text based adventure game**
3. **System file manager**



Questions and Answers

Questions around the Case Study

