# CARING FOR YOUR FELLOW DEVELOPERS







#### This won't work.

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Well, why not? I worked hard on this **and** it is what was asked.



### So, did you finish Feature X?

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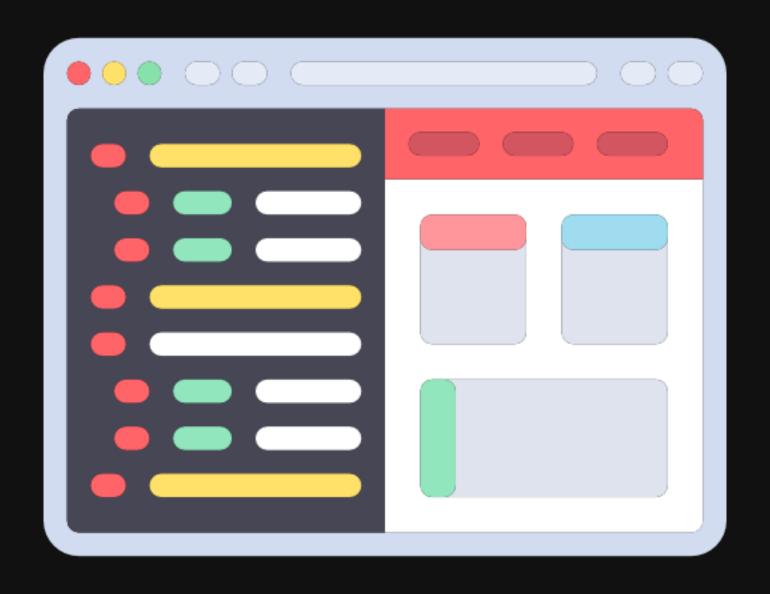
No...but that's not what I wanted to talk about...

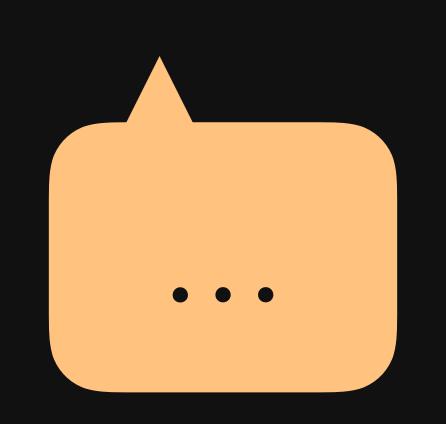


### Did you hear about nuthing.js?

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Great, yet another thing I need to go learn.













### Otrentmwillis

# CARING FOR YOUR FELLOW DEVELOPERS

### 

### !('caring' in nature)

# "I respect my limitations, but I don't use them as an excuse."

Lord Mhoram, The Chronicles of Thomas Covenant

### (CODE) REVIEWS

# Reviews Are About People

# Reviews Are About People + Communication

#### Be Mindful of Your Tone

### Ask For Feedback

### Ask questions often Explain frequently

Never decree

#### This won't work.

Can you explain why you approached it this way? I'm not sure this will work because...

### Ask questions often Explain frequently

Never decree

## Make Opportunities For Praise

### 1:1 MEETINGS

#### Be Flexible With Your Time

### Promote Psychological Safety

# "The most important thing in communication is hearing what isn't said."

Peter F. Drucker

#### So, did you finish Feature X?

I have something I'd like to talk about, but is there anything you'd like to discuss first?

### Go For A Walk

### DAY-TO-DAY

# Close The Shop

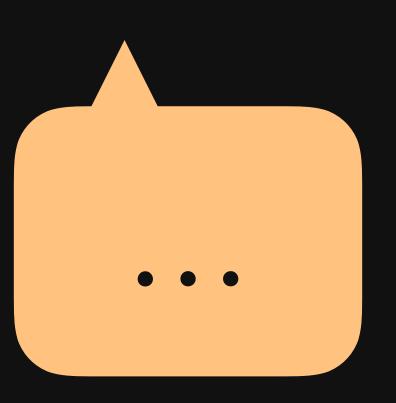
### Did you hear about nuthing.js?

How was everyone's weekend?

# Close The Shop, Occasionally

# "You don't need a plan; you just need to be present."

Bob Goff, Love Does



Hey, you doing okay? Anything you want to talk about?



# Be Available + Be Open

## Be Available + Be Open + Be Encouraging

"Great things in business are never done by one person. They're done by a team of people."

Steve Jobs

# Grow People

# Grow People; Go Farther