HOW TO GET A JOB @

THE BIG 4

also known as:

Amazon, Facebook, Google & Microsoft

DISCLAIMER

I'm not affiliated with Amazon, Google, Facebook, or Microsoft in any way.

ABOUT ME

Vagiz Duseev

https://duseev.com

WHY THE BIG 4?

Brand Equity

WHY THE BIG 4?

Brand Equity

Pay

1	Netflix		AVG **$312K**
	CompanyRank · Salaries · Jobs		RANGE $224K - $406K
2	Lyft		AVG **$300K**
	CompanyRank · Salaries · Jobs		RANGE $218K - $387K
3	Dropbox		AVG **$299K**
	CompanyRank · Salaries · Jobs		RANGE $211K - $393K
4	Uber		AVG **$279K**
	CompanyRank · Salaries · Jobs		RANGE $186K - $379K
5	Facebook		AVG **$275K**
	CompanyRank · Salaries · Jobs		RANGE $194K - $363K
6	Pinterest		AVG **$272K**
	CompanyRank · Salaries · Jobs		RANGE $196K - $354K
7	Airbnb		AVG **$271K**
	CompanyRank · Salaries · Jobs		RANGE $196K - $350K
8	Microsoft		AVG **$269K**
	CompanyRank · Salaries · Jobs		RANGE $163K - $386K
9	LinkedIn		AVG **$262K**
	CompanyRank · Salaries · Jobs		RANGE $160K - $375K
10	OpenTable		AVG **$251K**
	CompanyRank · Salaries · Jobs		RANGE $165K - $346K

НАЛОГООБЛОЖЕНИЕ ФИЗИЧЕСКИХ ЛИЦ В РФ

13% - налог на доход физического лица

22% - взнос на пенсионный фонд

5% - взнос в фонд обязательного медстрахования

3% - взнос в фонд социальнго страхования

43% - всего

43% +

НДС	взнос на капремонт
транспортный налог	ЖКХ
налог на недвижимость	тарифы госмонополий
налог на землю	акциз на топливо т.д.

WHY THE BIG 4?

Brand Equity

Pay

Easier…?

2 SIMPLE STEPS
TO GET A JOB AT THE BIG 4

STEP 1.

Get an interview... somehow

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GET AN INTERVIEW... SOMEHOW

Sean Lee

slee@▨▨▨▨ | 778-▨▨▨▨ | https://github.com/▨▨▨

▨▨▨, Vancouver, BC, Canada ▨▨▨

EXPERIENCE

Facebook   **Sep 2014 – Nov 2014**

Software Engineering Intern

· Facebook Platform – Payments
· Implemented an automated alert sender to inform 3rd party developers when they misuse Facebook's Payments API; reduced daily errors by 75%, from 20,000 to 5,000

· Integrated GetVerifiedStatus PayPal API into the payment engine for Oculus payments

Amazon.com   **May 2014 – Aug 2014**

SDE Intern

· Amazon Fire phone – Maps rendering team

NVIDIA Corporation   **Apr 2013 – Aug 2013**

Software Engineering Intern

· NVIDIA Grid – Cloud Gaming SaaS backend
· Designed and implemented a performance profiling tool using Cassandra; designed data schema for real time analytics tailored for Cassandra
· Improved game start up and shut down time by up to 10 seconds by resolving threading bug
· Tested and debugged several critical components using logging, unit tests and system level testing

GET AN INTERVIEW… SOMEHOW

PROJECTS

Virtual Reality Ball Tossing Game (Dec 2013 - Feb 2014, 1-person project):
- Implemented in Unity and C#
- Supports Virtual Reality with Oculus Rift
- Uses hand gestures to grab and throw balls via Leap Motion controller

Bidding Game AI (Feb 2014, 1-person project):
- AI to play a bidding game: hackerrank.com/contests/twitch/challenges/the-bidding-game
- Ranked 43 out of 504 as of August 2014

Spellchecker (Jan 2014, 1-person project):
- Deterministic spellchecker implemented with a prefix tree (trie)
- Corrects any number of duplicate characters, lower/upper case and mistyped vowels

EDUCATION

University of British Columbia   **Sep 2009 - May 2015 (expected)**
  Bachelor of Science, Computer Science major

TECHNICAL SKILLS

PROGRAMMING LANGUAGES   **OTHERS**

Java, C#, C++, Python   CassandraDB, Redis, Unity, OpenGL,
                                           3D Graphics, Git, Linux

GET AN INTERVIEW... SOMEHOW

PERFECTION

The ceramics teacher announced on opening day that he was dividing the class into two groups. All those on the left side of the studio, he said, would be graded solely on the *quantity* of work they produced, all those on the right solely on its *quality*. His procedure was simple: on the final day of class he would bring in his bathroom scales and weigh the work of the "quantity" group: fifty pounds of pots rated an "A", forty pounds a "B", and so on. Those being graded on "quality", however, needed to produce only one pot — albeit a perfect one — to get an "A". Well, came grading time and a curious fact emerged: the works of highest quality were all produced by the group being graded for quantity. It seems that while the "quantity" group was busily churning out piles of work — and learning from their mistakes — the "quality" group had sat theorizing about perfection, and in the end had little more to show for their efforts than grandiose theories and a pile of dead clay.

Source: https://twitter.com/id_aa_carmack/status/572095052337446912

GET AN INTERVIEW... SOMEHOW

Hi!

I'm Jennifer Dewalt and I am making
180 websites in 180 days.
You can follow the project here and on the **blog**.

Today's Website

Hello World!

Day 180 **Hello World!**
Day 179 **All Draw**
Day 178 **How We're Feeling**
Day 177 **One Drawing**
Day 176 **Color Jam**
Day 175 **Buggy**
Day 174 **Talking Dude**
Day 173 **Paths**
Day 172 **Chromatones**
Day 171 **Quick Compliments**
Day 170 **GFBOOM!**
Day 169 **Electro Bounce**
Day 168 **Polychrome**
Day 167 **Coded**
Day 166 **Assault**
Day 165 **Audio Garden**

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GET AN INTERVIEW... SOMEHOW

1. Apply with Resume

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2. Programming Challenges

GET AN INTERVIEW... SOMEHOW

1. Apply with Resume
2. Programming Challenges
3. Referrals

GET AN INTERVIEW… SOMEHOW

5.1% (2014)

Stanford University, Acceptance rate

0.23% (2014)

Google, Hiring rate

"Google is notorious for being one of the most selective companies out there. Of the 3 million applications it receives each year, Google only hires 7,000, or about 0.2%…"

GET AN INTERVIEW... SOMEHOW

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2. Programming Challenges

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STEP 2.

Do well on the interview

DO WELL ON THE INTERVIEW

For internships:

- All 4 come onsite @ UBC

- **Amazon & Google:**   2x45 min interviews

- **Facebook & Microsoft:**   1x45 min interview
  - **Facebook** flies you out for 1x45 min interview
  - **Microsoft** flies you out to Redmond for 4x45 min interview

- **Google** does host matching interviews

DO WELL ON THE INTERVIEW

For full-time:

- 1~2x45 min phone screens
- 4x45 min onsite interviews

DO WELL ON THE INTERVIEW

The two bibles of coding interview:

- Cracking the Coding Interview (CtCI)

- Programming Interview Exposed (PIE)

DO WELL ON THE INTERVIEW

Some more websites:

- http://www.glassdoor.com

- http://www.careercup.com

- http://www.geeksforgeeks.org

- https://leetcode.com

- https://www.hackerrank.com

- http://www.topcoder.com

DO WELL ON THE INTERVIEW

Mock Interviews:

- Groups of 2 or 3 (max)

- Interviewee
    - Ask questions to remove ambiguity
    - Discuss high level approach
    - Annunciate thought process as you code

- Interviewer
    - Pick their head for what they know
    - Guide them if they get lost

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STORYTIME

"

Success is like being pregnant –
Everyone congratulates you, but no one
asks you how many times you got
screwed to get there.

Good luck.