

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.**



Vagiz Duseev

vduseev

Software Engineer

Edit bio

Gdansk

<https://duseev.com>

Overview

Repositories 30

Stars 29

Followers 8

Following 7

Pinned repositories

Customize your pinned repositories

≡ [s3push](#)

Painless upload of directories to AWS S3 with extensive support of different credential sources.

Python

≡ [jekyll-dry](#)

Don't Repeat Yourself plugin for Jekyll to reuse fragments of pages by including them.

Ruby

≡ [preserve-layout-plugin](#)

IntelliJ IDEA plugin that allows you to import and export menu layouts

Java ★ 3

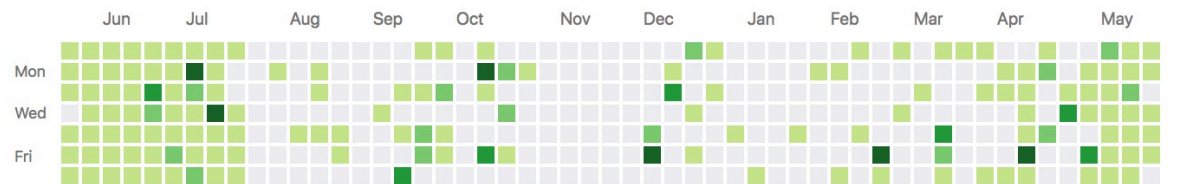
≡ [ipvanish](#)

Command line tool to display and sort fastest IPVanish VPN servers

Python ★ 1

588 contributions in the last year

Contribution settings ▾



[Learn how we count contributions.](#)

Less More

WHY THE BIG 4?

Brand Equity

WHY THE BIG 4?

Brand Equity

Pay



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 социального страхования

43% - всего

43% +

НДС

транспортный налог

налог на недвижимость

налог на землю

взнос на капремонт

ЖКХ

тарифы госмонополий

акциз на топливо т.д.

WHY THE BIG 4?

Brand Equity

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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@[REDACTED] | 778-[REDACTED] | [https://github.com/\[REDACTED\]](https://github.com/[REDACTED])

[REDACTED], Vancouver, BC, Canada [REDACTED]

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

Java, C#, C++, Python

OTHERS

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

[About](#) [Contact](#) [GitHub](#)

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](#)

Source: <http://jenniferdewalt.com/>

GET AN INTERVIEW... SOMEHOW

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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

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

2 SIMPLE STEPS TO GET A JOB AT THE BIG 4

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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.