How to become / Role of a Software Architect?

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About Me

- **18+ years of industry experience**
- **Principal Architect with T-Mobile**
- **Microsoft MVP Since 2014 | C# Corner MVP Since 2013**
- **TOGAF Certified Architect**
- **Certified Scrum Master (CSM)**
- **Certified Associate in Project Management (CAPM)**
- **Microsoft Certified (MCT, MCSD / MCAD .NET, MCTS etc.)**
- **Published Author (5), and Technical Reviewer (over a dozen)**
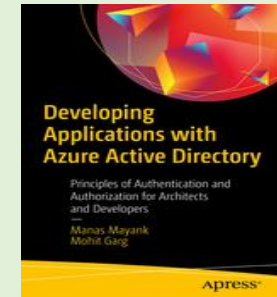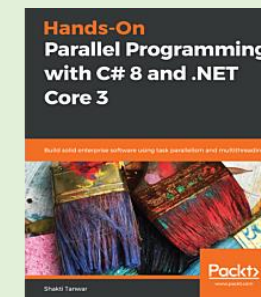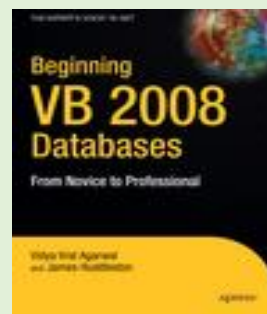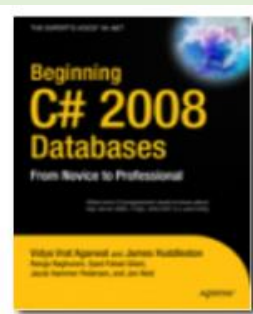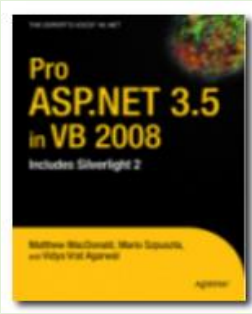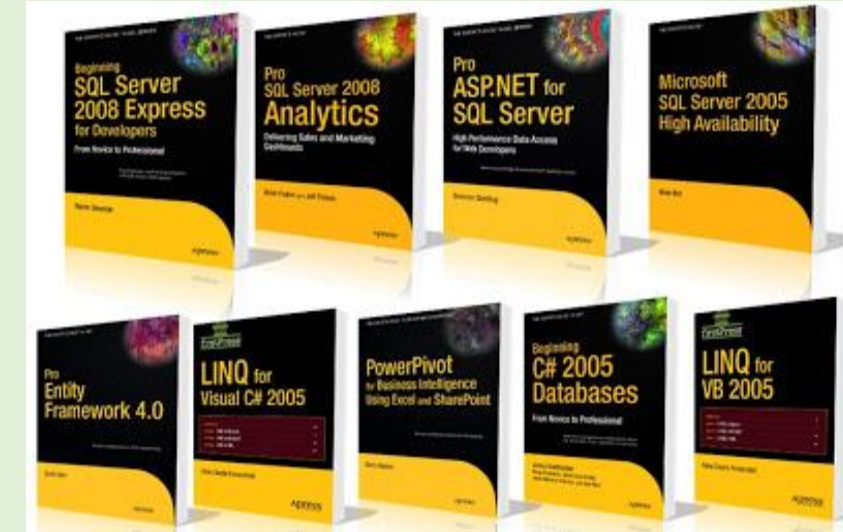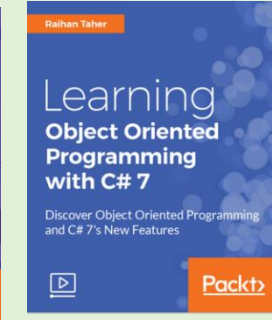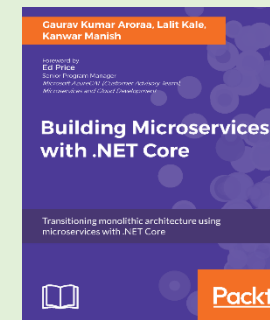
What is a Software Architect

*A **software architect** is a software expert who makes high-level design choices and dictates technical standards, including software coding standards, tools, and platforms.*

Is this something you want to be? Why?

How does a day look like?

- Meetings
- Roadmap / planning discussions
- Impact analysis
- Design discussions
- Production issues
- Performance/Security improvements
- Code quality / Best Practices / Governance
- Dashboards and Monitoring
- Process improvements
- Cross-team-collaboration
- Hands-on-Code
- Code Reviews
- Mentoring/coaching
- Innovation
- Leadership discussions
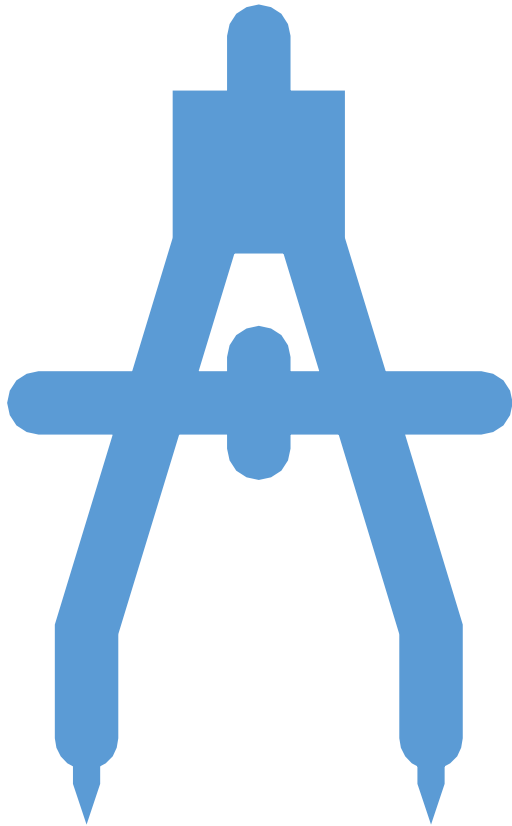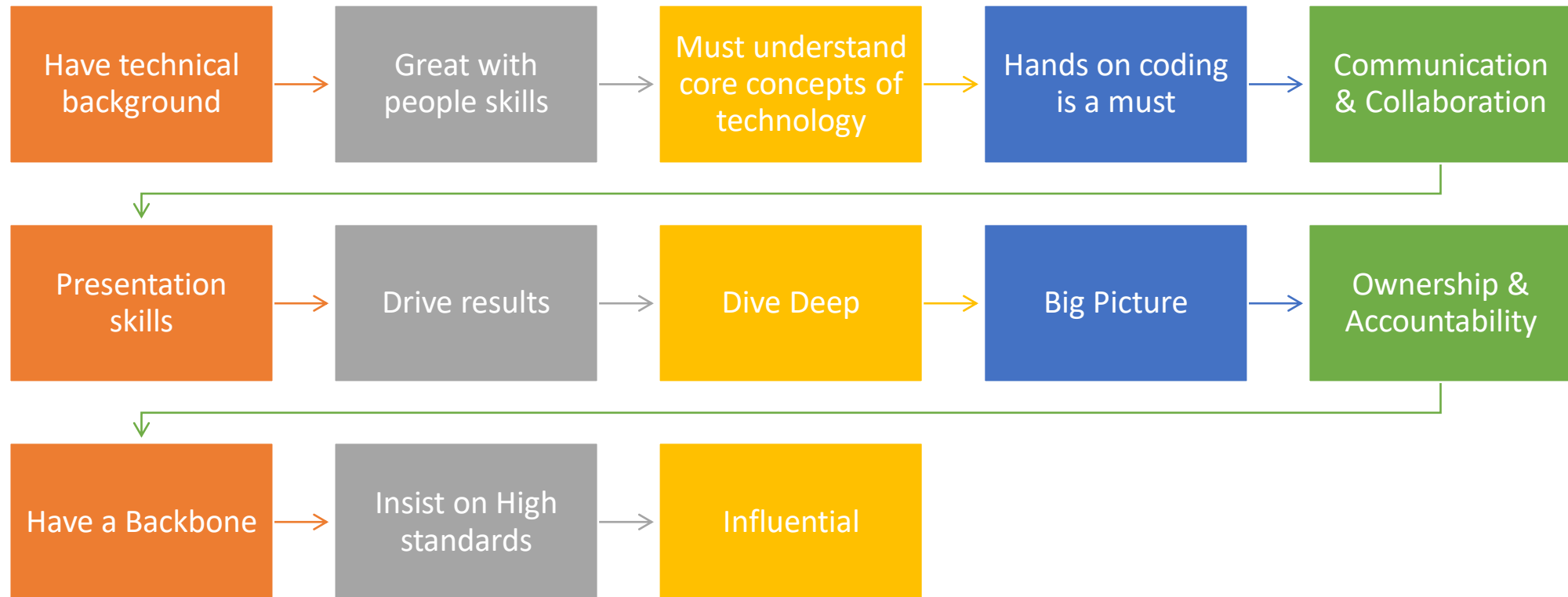
Certifications Vs. Working Knowledge

- I have given approx. a dozen MS certifications
- TOGAF Certified Architect
- Certified Scrum Master (CSM)
- Certified Associate in Project Management (CAPM)

- Certifications may not bring working knowledge
- But certainly brings credibility
- Remember Combination is "deadly".

Shape of a Software Architect?

Core qualities of a Software Architect

Have technical background	→	Great with people skills	→	Must understand core concepts of technology	→	Hands on coding is a must	→	Communication & Collaboration

Presentation skills	→	Drive results	→	Dive Deep	→	Big Picture	→	Ownership & Accountability

Have a Backbone	→	Insist on High standards	→	Influential

Start Small, Think Big

Get the context of the larger problem

Ask clarifying questions/understand requirements

Cut the ambiguity

Think of customer journey

Think long-term

Design a reactive system

Own the design and handoff to Analyst/Dev etc.

Validate and put guard-rails

Work on your people skills

Remember

- Find passion for your craft
- Good is enemy of great
- Before you learn how, learn why
- Know, what you don't know
- What got you here, won't get you there
- Investment in self, returns the best interest
- Have an actionable plan

Fake it until you make it.

Steven Tyler

Thank You

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