

Week 12

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# Frontend in the Industry

# Questions y'all submitted

- We can do a lot on the Frontend it appears, so what do Backend developers do at their basics?
- What are the job prospects like? I have always thought a job as a designer was rare but how true is that? And do most people come in as designers or move from engineering/marketing to design roles?
- Given that I'm not planning to be a designer, which industries desire design skills "on the side"?
- Do you have any advice for getting into Front-end for someone who is just starting out but about to graduate?
- What's the biggest challenge you've faced going into design?
- What is the interview process like for frontend?
- What are certain products/projects you've specifically worked on and deployed?
- How does a front-end developer best deal with positioning and sizes, since a website must always be scalable throughout many devices?
- What are some of the hardest design interview questions?
- What are types of jobs in front-end programming?

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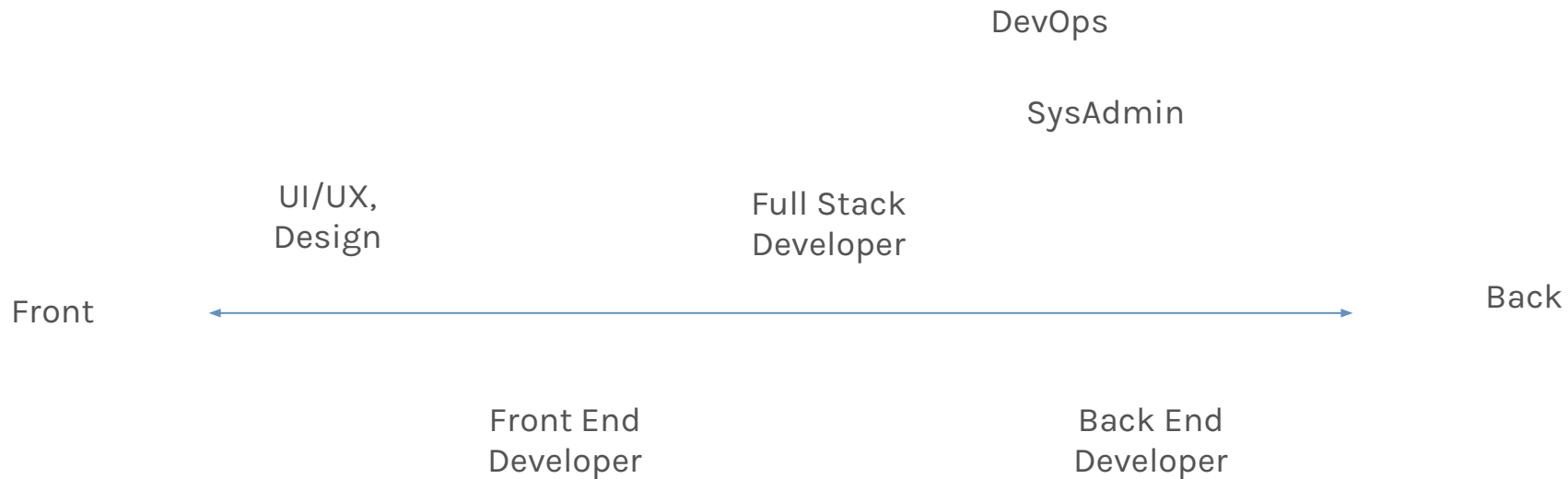
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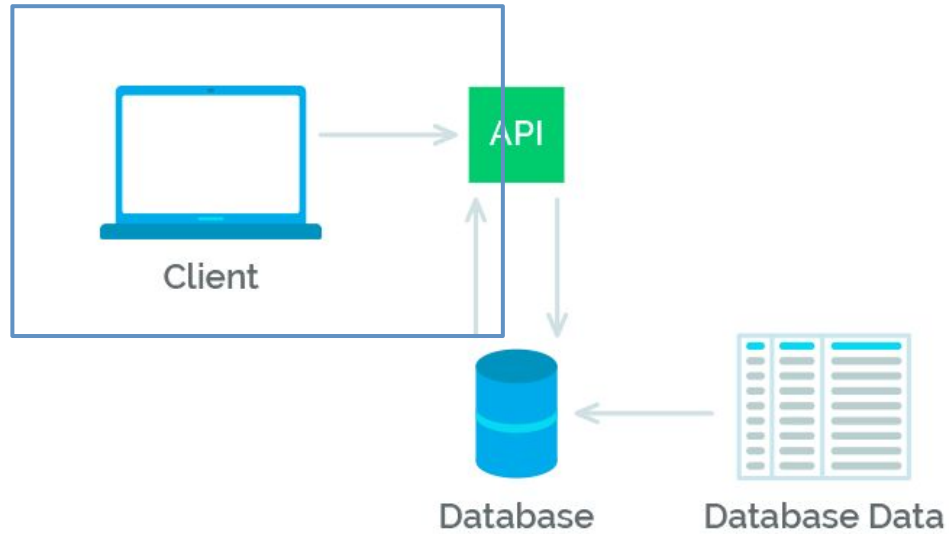
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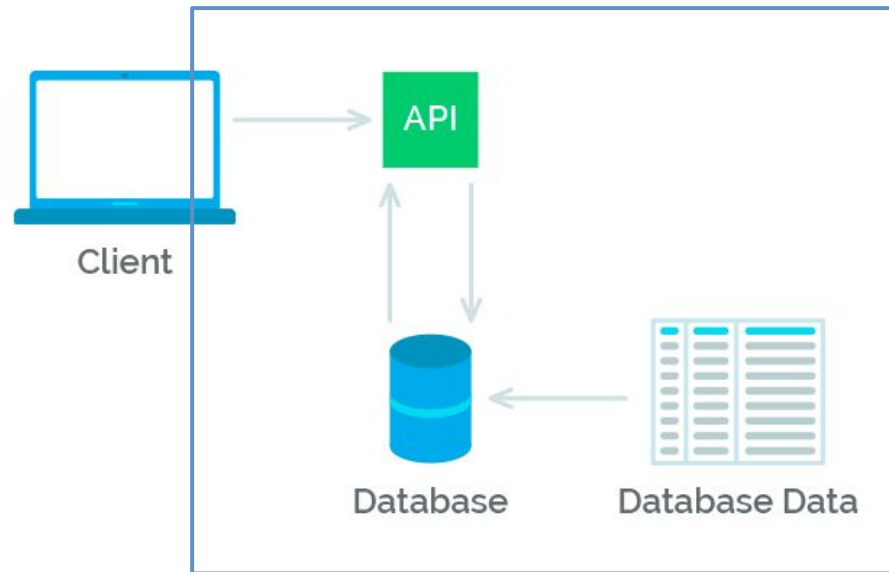
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- What are types of jobs in front-end programming?
- What do you do when you hit a wall? I find it personally hard to progress and I find myself staring at whatever I have with no progress.

**We can do a lot on the frontend it appears, so what do backend developers do?**

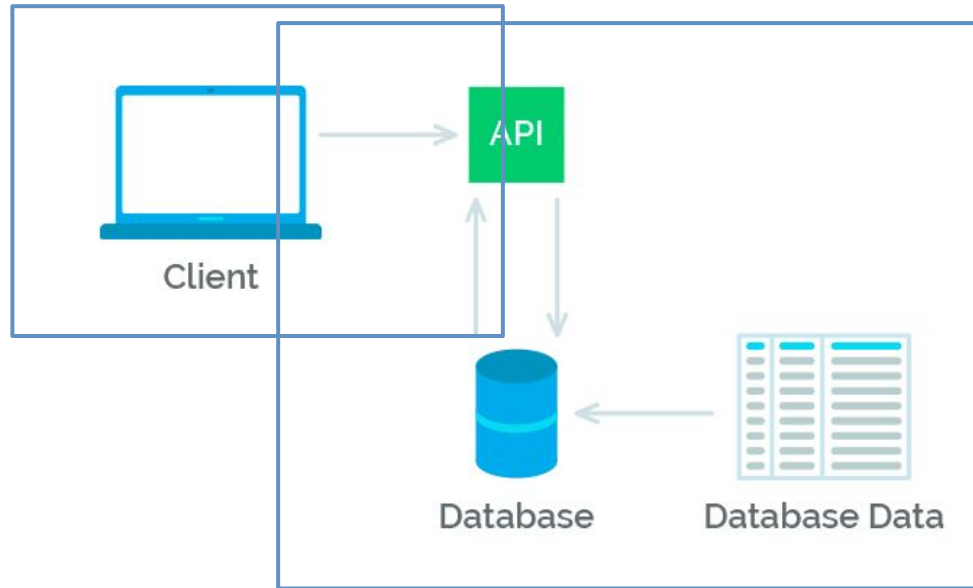
# From Front to Back











# Backend

- Work with databases
- Work with APIs/servers
- Connect with frontend
- Underlying functionality
- Basically nothing is visual

**What is the interview process like for frontend?**

# Interview Process

(coding challenge) → (behavioral phone screen) →  
technical/coding phone screen → onsite (3-5 rounds of  
coding and behavioral interviews)

# Startup vs Big Tech

- Small startup
  - Specific tech stack
  - Coding challenge (long-form)
    - Create a React app in 3 days
  - Get in and get going right away with less mentorship
  - Expect lots of experience
- Big Tech
  - General DS&A
  - Coding challenge (short-form)
  - Slow, large complex and mature systems, lots of mentorship or whole bootcamps
  - Take risks on 0 experience

# Specifically, Frontend Interviews

- HTML, CSS, JavaScript
- Create a skeleton of...
  - FB profile page header
  - Twitter feed
- Advantages and disadvantages of JS
- Call, apply, this, equal signs, etc
- Scoping, environments
- React on your resume?
  - Be prepared to be asked about it
  - Be prepared to code within it

# Questions to Ask an Engineer

- Learn more about what their role
  - Ask about what parts of the product they work on
  - How much they contribute to the company/team
- Learn more about them
  - How did they get to where they are today?
  - What they're interested in about the product
- Learn more about engineering culture at their company
  - Overlapping teams (design-frontend-backend)
  - Feature-based? Project-based? Product-based?
  - Agile? SCRUM? Lots of meetings? Mentorship?
  - Ability to work on side projects and tools

**What types of jobs are in frontend?**



# Design-Frontend

- More design-y and creative
- Overlap with design team and product managers
- Lots of CSS

# Frontend-Fullstack

- More code-y and technical
- Connect the pipes between front and backend
- Lots of JavaScript

# Combination

- Most frequently, frontend is more like fullstack
- But they work more closely with design teams/product managers

# Company types

- Startup
- Mid-sized company
- Large company

# Freelance

- Experience-reliant
- Creating custom websites
- Creating apps
- Check what scope *actually* is
  - Are you being made to design too?
  - Does the project actually require backend?
- Flexibility and remote work

**Do you have any advice for getting into frontend for someone who is just starting out but about to graduate?**

# Getting started

- No experience?
  - Personal projects
  - Make websites
  - Create clones
  - Try new frameworks
- Get referrals, connections
- Start somewhere, transition
  - Create opportunity
  - Get involved

# Getting started

- Learn React lol\*

\*overrated but useful



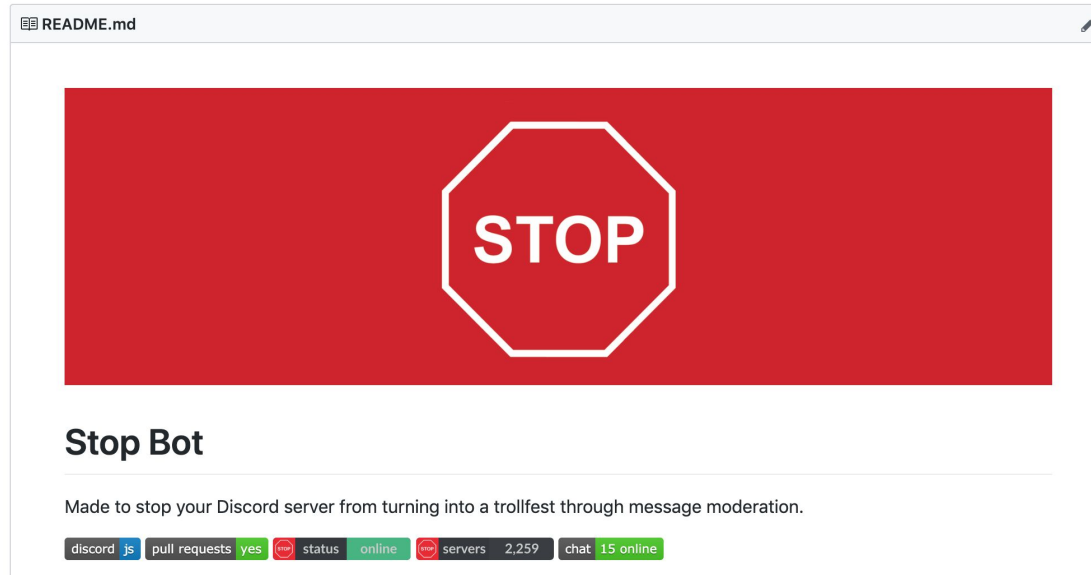
💠 Believe in yourself 💠

**What are certain products/projects you've specifically worked on and deployed?**

# WDD Staff is Amazing

- Jemma: Adobe (Lightroom)
- Seth: Slack
- Heidi: PayPal
- Nicole: FiveStars
- Myles: Soon, FiveStars
- Jessie: Soon, FB
- Brenda: Soon, Adobe (my [GitHub](#))
- Linus: Soon, Repl.it (also everything in the [universe](#))
- Alum: Google, FB, LinkedIn

# Discord Bot




<https://github.com/brendacs/stop-bot>

# Linus' Projects



Linus Lee  
January 13 · 🌐

New  project thing! It's a command line tool that takes comments in your source code and renders it out into a mini-site that shows comments as annotations side-by-side with your code. It's called "literate", after Knuth's "literate programming", which spirit this sort of takes after. Works for C-style comments (JS, Java, C[+], etc.) by default.

It was originally a part of Torus but I projects, so I'm packaging it out as a complete? It works, but no guarantee might be kind of buggy if you use it 😊

If you have NPM, run it with `npx literate` files and options, and it'll save HTML guide/options 🐞: <https://github.com>

`/src/generate.js`  
annotated source

[Back to index](#)

This file contains the bulk of the logic for generating literate pages. This file exports a function that the command-line utility calls with configurations.

Marked is our markdown parser

This isn't optimal, but for now, we read the three template files into memory at the beginning, synchronously, so we can reuse them later.

```
4 const f
5 const p
6 const m
7 const n
8
13 const I
14 const S
15 const S
```



Linus Lee  
December 30, 2018 · 🌐

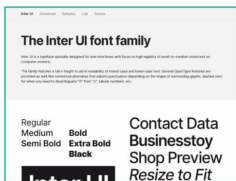
Added a new feature to my HN reader today: link previews! It uses an API I built for it called Looking Glass (<https://github.com/theseapist/looking-glass>) that automatically captures website screenshots using Puppeteer / Chrome. The app queries that API to get screenshots for links on the front page.

The first time someone requests a preview, it goes and renders that page and caches the image, so subsequent requests for the site's previews are quick. That works because most r... See More

## Hacker News

446  
68  
14 hr ago · 1 reply

3. Inter UI, a typeface designed for user interfaces  
<https://com.brincol.org/>



5 hr ago · 1 screenshot · 13 replies

If you're looking for a UI font that's non-specific to your design (ie. you're not designing a poster) then I recommend the following:

font-family: -apple-system, BlinkMacSystemFont, "Segoe UI", Roboto, Helvetica, Arial, sans-serif, "Apple

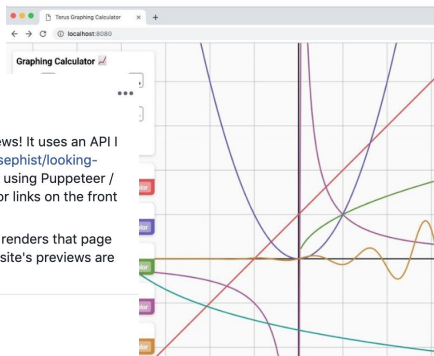


Linus Lee  
December 31, 2018 · 🌐


Today, I built a really simple 2D graphing calculator for the web! It's still built on Torus, the UI framework I'm writing. You can add as many  $y = f(x)$  graphs as you want, and scroll and pan around with both mouse and touch 🎯

<https://graphcalc.surge.sh>

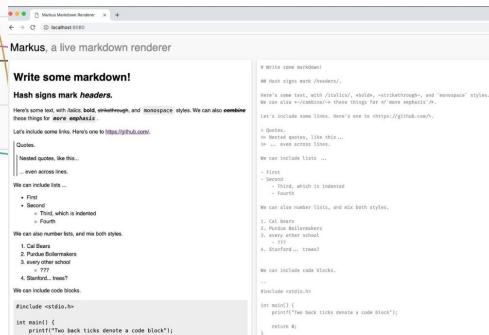
This was interesting because I haven't used the HTML5 canvas API before, and it really makes high-performance drawing operations easy. Trying to hook canvas rendering calls into the rest of the framework was an interesting exercise... See More



Linus Lee  
January 1 · 🌐

To keep up this sort of trail of daily toy  projects, today, I built a live-updating renderer for a custom flavor of "markdown." Again, using my UI framework to do most of the rendering work.

Because Torus (the UI library) does differential rendering, unlike some of the other live markdown editors out there, you don't lose your place in the generated HTML. It only updates / modifies the HTML elements that are actually changed as a result of your editing, so it makes editing... See More



```
# Write some markdown!

# Hash signs mark headers.
# Two's a come text, with /italic/, emphasize, and emphasize styles.
# We can also use <code> tags to mark things that we want to emphasize.

# We can include code lines. There's a way to do this: <code> tags.

# Quotes.
# Double quotes, like this: " ".
# Even across lines.

# We can include lists...
# First
# Second
# Third, which is indented
# Fourth

# We can also number lists, and mix both styles.
1. Call me
2. Please, I'm serious
3. Every other school
...
4. Stanford... trust?

# We can include code blocks.


```
let model = {
  print: "Two back ticks denote a code block!"
}
```


return 0;
```

**How does a frontend developer best deal with positioning and sizes, since a website must always be scalable throughout many devices?**

# Responsiveness

## Best practices

- Flexbox, CSS grids, media queries
- Percentages, vh, vw, em instead of px
- Planning ahead while designing, mobile-first design

## Industry

- Think ahead, plan layout with designers
- Automated unit testing
- Automated end to end testing
- Dedicated QA (Quality Assurance) teams
- Test on various browsers and resolutions manually

# A lesson learned quickly on the frontend:

- Every year, you learn a new framework or two or three
- Every year, you catch up with new device resolutions
- Every year, you have to Google new errors and bugs
- Every year, CSS and JS changes or updates and conventions change
- **You take a nap and suddenly, you are working on legacy code** 🤖



# In conclusion,

- They do the best they can

Queue&A (ask us *literally* anything)