

MORE THAN CODE

Finding Success & Fulfillment
as a Software Developer

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I'M
JOYE







COLLEGE OF CHARLESTON



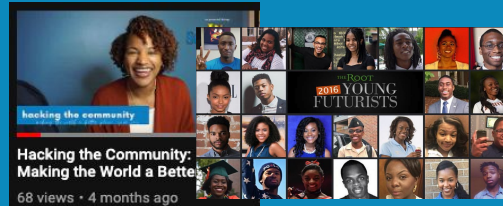
JOYE TO THE WORLD

Empower Entrepreneurs
& Organizations



Change the face of
technology

JOYE
to the PODCAST



Ignite the spark!



Java

Angular

Marketing
Platform

Groovy

Airlines

Insurance

THOUGHTWORKS

RANGLE

TENSURE

JUNE 2015

AUGUST 2019

MARCH 2020

Car Auction

Ruby on
Rails

React

Grocery Retailers

Biopharmaceuticals

Node.js

What excites
you in tech?

HIGH FUNCTIONING TEAMS

THE HIGH POWERED TEAM AND YOU!!

PART 1: SOLID DEVELOPER

PART 2: EFFECTIVE TEAM MEMBER

PART 3: STRATEGIC PARTNER



SO, WHAT DO TEAMS LOOK LIKE?

PART ONE

BEING A SOLID DEVELOPER

JOURNEY OF THE DEVELOPER

UNDERSTANDING

LEADING

Entry
Level

Senior
Level

Architect/
Director

CONTRIBUTING

**KNOW YOUR
FUNDAMENTALS**

UNDERSTANDING THE SYSTEM

Can I **whiteboard** the architecture?

Do I understand the *decisions* we've made?

What are our standards and patterns?

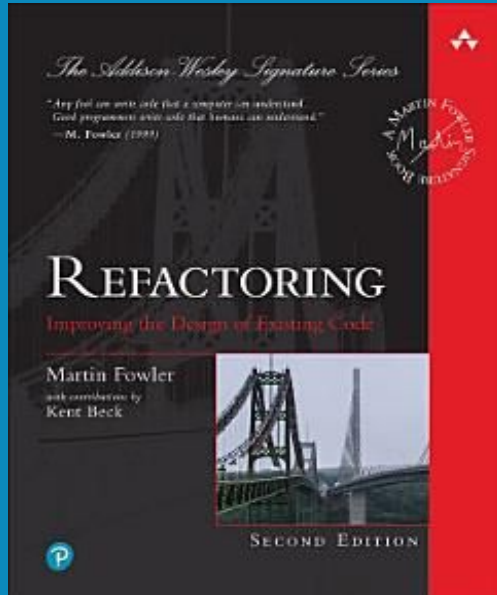
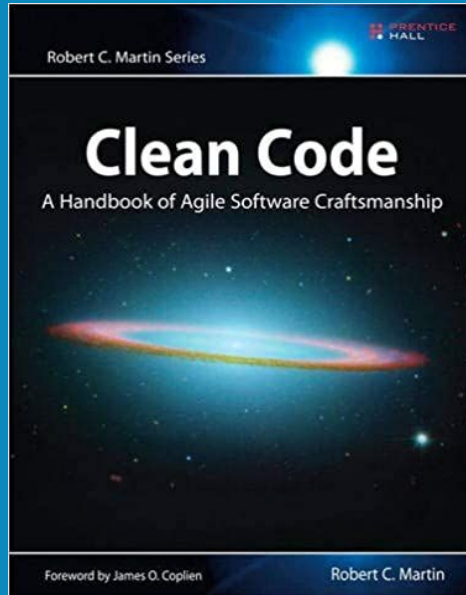
How do I **run the code** locally?

How do things get *deployed*?

What teams/systems do we have dependencies on?

What does our **test suite** look like?

CLEAN CODE



Large
Classes

Dead
Code

Lazy Classes

Long
Methods

Comments

Feature Envy

CODE SMELLS

A code smell is a surface indication that usually corresponds to a deeper problem in the system.

Martin Fowler

Duplicate Code

Speculative
Generality

Data
Clumps

Primitive
Obsession

Switch Statements

Long Parameter
Lists

TEST YOUR CODE!



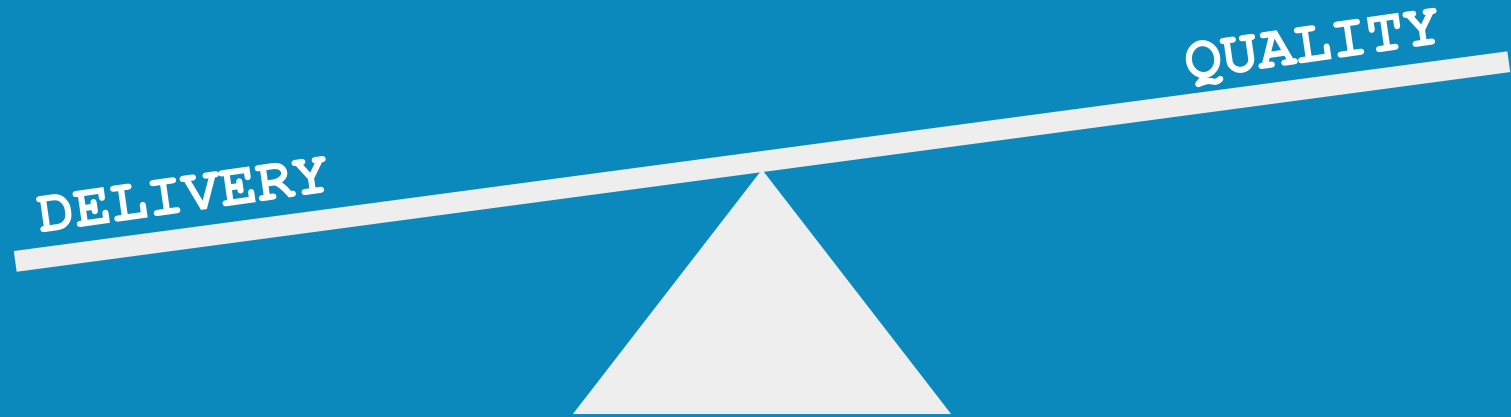
Brenan Keller

@brenankeller

A QA engineer walks into a bar.
Orders a beer. Orders 0 beers.
Orders 9999999999999 beers.
Orders a lizard. Orders -1 beers.
Orders a ueicbksjdhd.

First real customer walks in
and asks where the bathroom
is. The bar bursts into flames,
killing everyone.

TECH DEBT



CONTINUOUS LEARNING

Attend **conferences**. Take **classes**.

Volunteer for the *scary* tasks.

Practice!! Start side projects, join open source teams.

Seek **feedback!**

PART TWO

BEING AN EFFECTIVE TEAM MEMBER

WHEN TEAMS AREN'T IN SYNC

Missed requirements and bugs are introduced because assumptions were made.

People get blocked from doing their work.

Low morale, low productivity.

PLAYING YOUR PART AS A DEV

OVER communicate.

Empower others.

Step *outside* your role.



PART THREE

BEING A STRATEGIC PARTNER

SETTING EXPECTATIONS

THINK ABOUT THE END USER EXPERIENCE

From a **technical perspective**

- Deploying bug fixes & new features safely
- Performance
- Accessibility

From a **product perspective**

- Delivering incremental value
- Intuitive feature
- Beautiful design

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THANK YOU

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