

## How to Make Your Developers Unproductive and Unhappy

Max Kanat-Alexander Principal Staff Software Engineer, LinkedIn





## Don't Talk To Anybody



## YOU DON'T HAVE TO TALK TO DEVELOPERS

## WHENYOU ARE A DEVELOPER

imgflip.com

## Hmmm, maybe not

Surveys and/or Interviews



## Surveys are hard

#### But any survey is better than no survey



# "I regularly reach a high level of productivity."

"What are currently the most frustrating barriers to your productivity?"



## **All Developers Are The Same**





## Understand Types of Workflows Prioritize for Mobile, Web, Backend, ML, etc.



## **Total Strictness**





## **Total Chaos!**



## UNFUNDED MANDATES

### The 80% Paved Path

Free developers from making decisions they don't *need* to make.



## With an escape hatch

The paved path owners must be able to say "no."



### **A Paved Path Made of Pieces**





#### Two Uses of the Deployment System

#### The "Paved Path"

We set up **automatic** deployments for you.

You have basic control over them through a **simple GUI**.

You **never need to write** deployment configs.

#### The "Escape Hatch"

You have **total control** over your deployments.

You can use the **native tools** that exist underneath the "paved path," directly.

You can **write your own** deployment configs that do anything you want (within reason).



## **Infinite Human Review**





### BUREAUCRACY

Because getting your job done isn't what we pay you to do

imgflip.com

### **Automation is Hard**

Let's just add another human review step



### **Stifles Innovation**

Stagnates the Business



## Human Review is for Human Perception

Code Review, Newsletter Editing, UI Reviews, etc.



### **Alternatives to Human Review**

Create Automation Make The Problem Impossible (At worst) Make the Reviews Non-Blocking



## **Never Finish Anything**





## A Sea of Incomplete Work

Can become the #1 productivity problem for your developers



### Why Do We Need to Finish Work?

What does "finished" even mean? Learn to communicate this to management.



## A Task is Finished When No Human Being Has to Pay Attention to it Anymore

Ask an engineer, "What are the things you still have to pay attention to about this system?"



# Finish the most important incomplete things

But also, prevent this problem from happening again.



## THANKS

<u>mkanatalexander@linkedin.com</u> Twitter: @mkanat <u>www.codesimplicity.com</u>

