



Michael Dowden

(he/him)

Presents

Winning as the Home Team



Michael Dowden
he / him

- 2022 — Today
- 2020 — Book: Architecting CSS
- Book: Approachable Accessibility
- 2019 — Microsoft MVP
- 2018 — Google Developer Expert (GDE)
- Andromeda Galactic Solutions
- 2015 — Book: Programming Languages ABC++
- 2011 — MBA Entrepreneurship
- 2000 — BS Computer Science
- 1994 — First Software Release

Winning



The Home TEAM



The HOME Team





WFH

My Work from Home Story

My WFH Timeline

2021

CEO at Andromeda - everyone WFH

My WFH Timeline

2021

CEO at Andromeda - everyone WFH

2017

Consultant - team implemented WFH Fridays

My WFH Timeline

- 2021** CEO at Andromeda - everyone WFH
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- 2015** Consultant - team in multiple cities - 50% WFH

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- 2002** Consultant - worked remote sites, WFH as client allowed

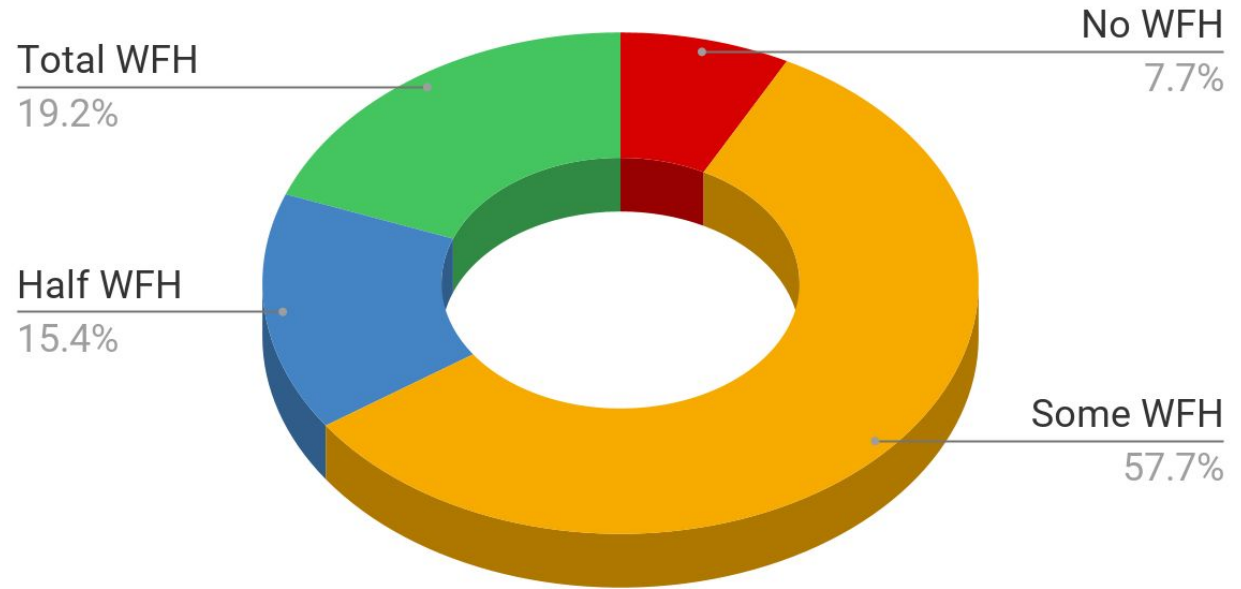
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| | |
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| 2000 | Teaching Assistant - provided support in person & online |

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| 1996 | Shareware - wrote and released software from home |

Summary

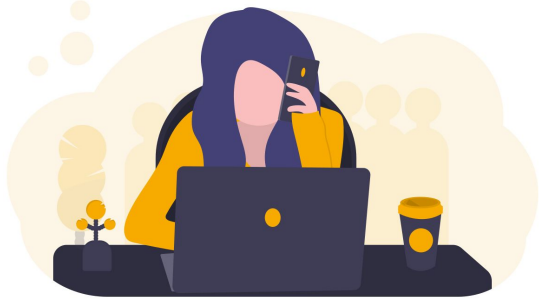




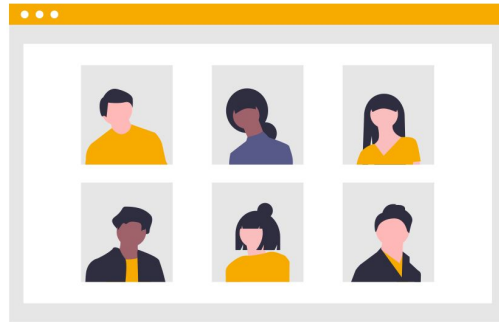
Remote Work

Classification

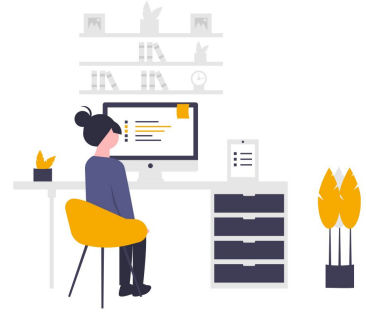
Remote Frequency



Occasionally

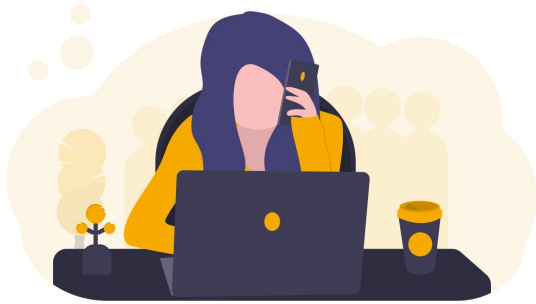


Usually



Regularly

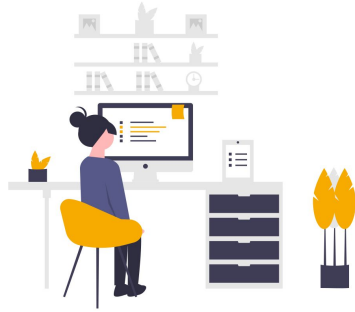
Remote Frequency



Occasionally

- Minimal disruption to the team
- Not able to build habits
- Little reason to reach out
- Collaboration doesn't happen

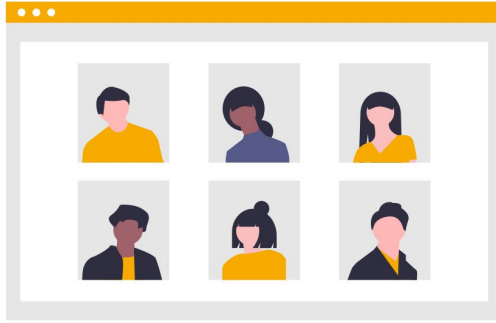
Remote Frequency



Regularly

- Risk disruption to the team
- Able to build personal habits
- Team may remain disconnected
- Remote person must collaborate

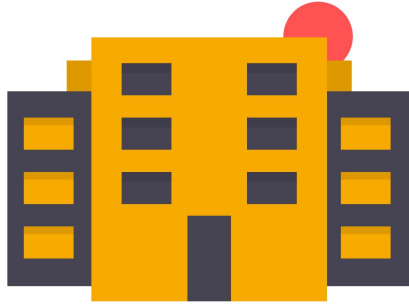
Remote Frequency



Usually

- Reconfigures the team
- Able to build team habits
- Team stays connected
- Frequent remote collaboration

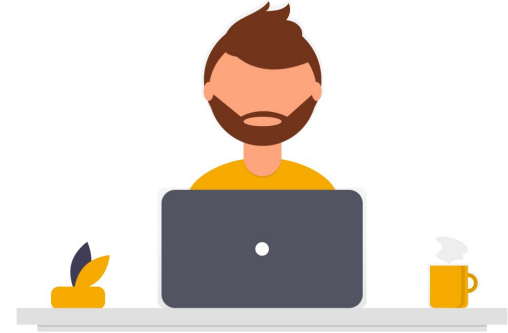
Work Locations



Client Office



Home



Coffee Shop

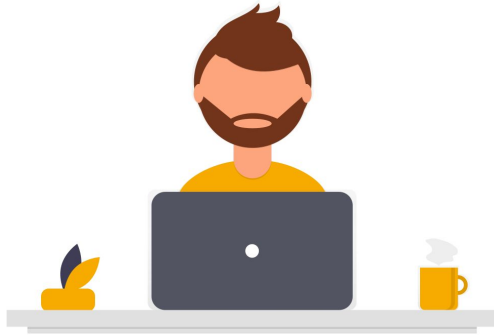
Work Locations



Client Office

- Lose team connection
- Connect with client
- Available technology
- Infrastructure barriers
- Personal stress

Work Locations



Coffee Shop

- Challenging team connection
- Trouble focusing
- Technology limitations
- Communication availability
- Team stress

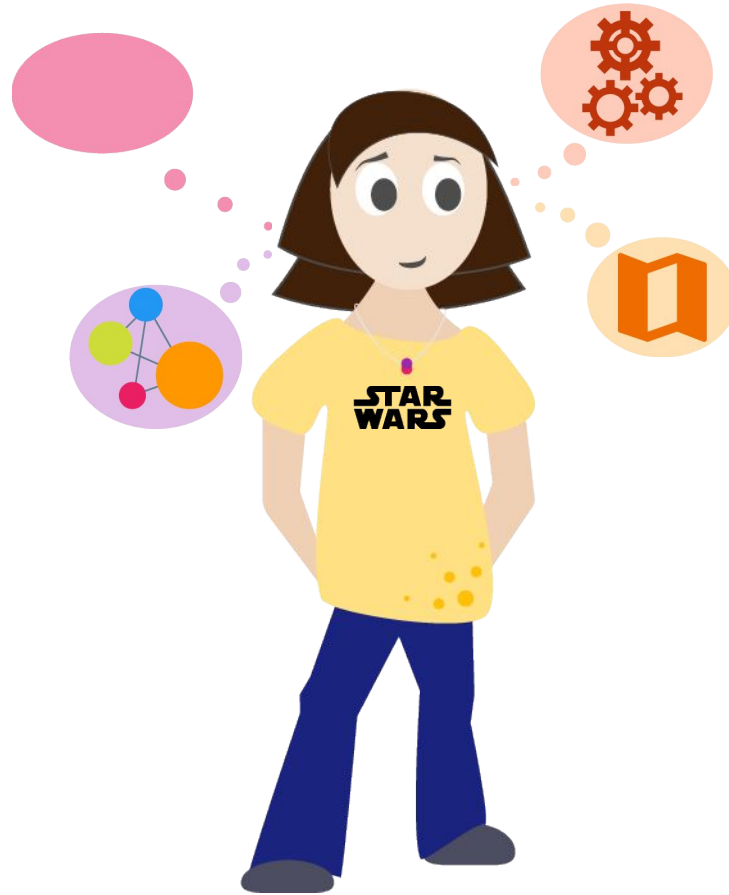
Work Locations



Home

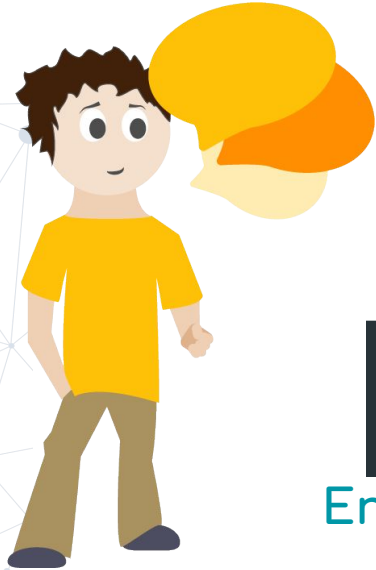
- Maintainable team connection
- Comfortable and familiar
- Variable technology
- Communication consistency
- Variable stress

Personality



Personality

Extraversion



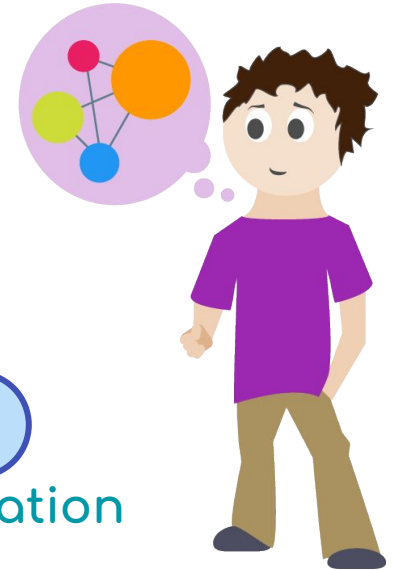
Introversion



Sensing



Intuition



Personality

Thinking



Feeling



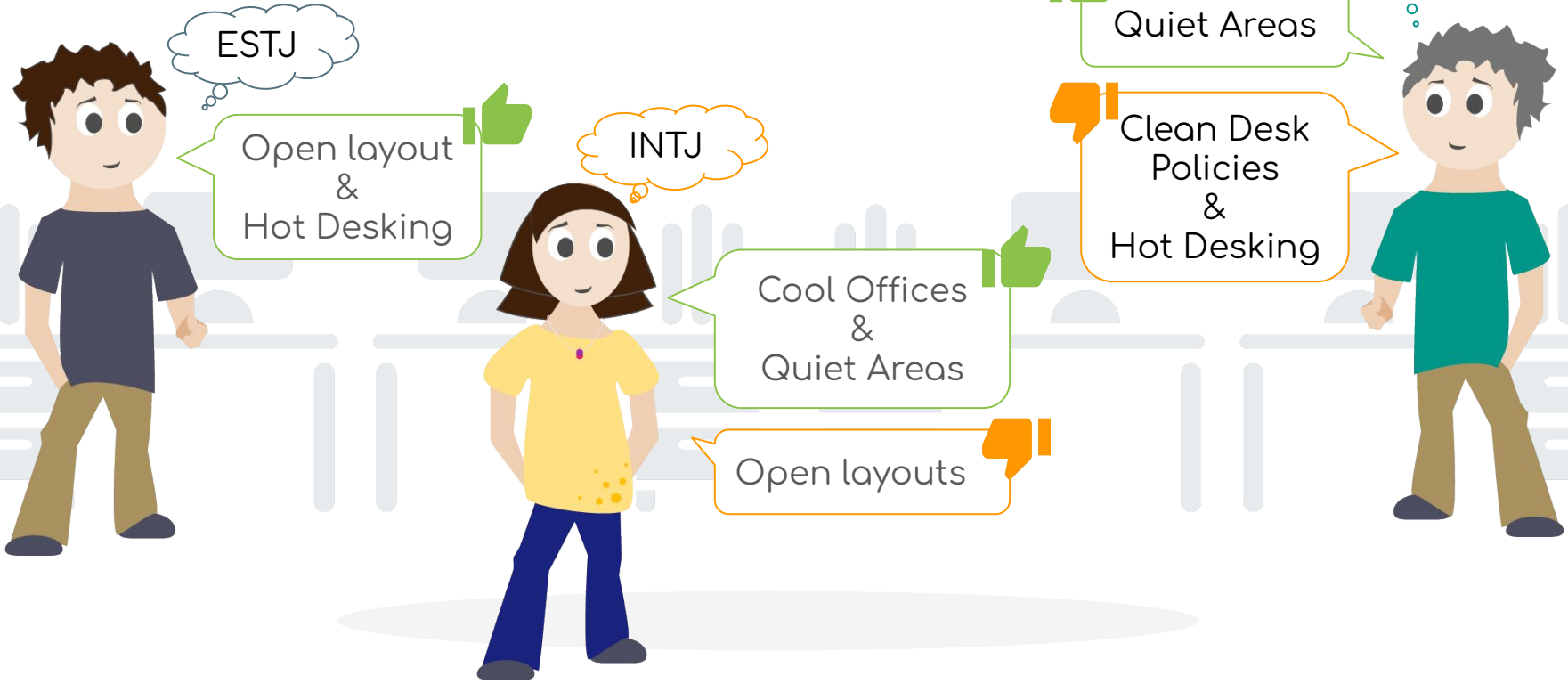
Judging



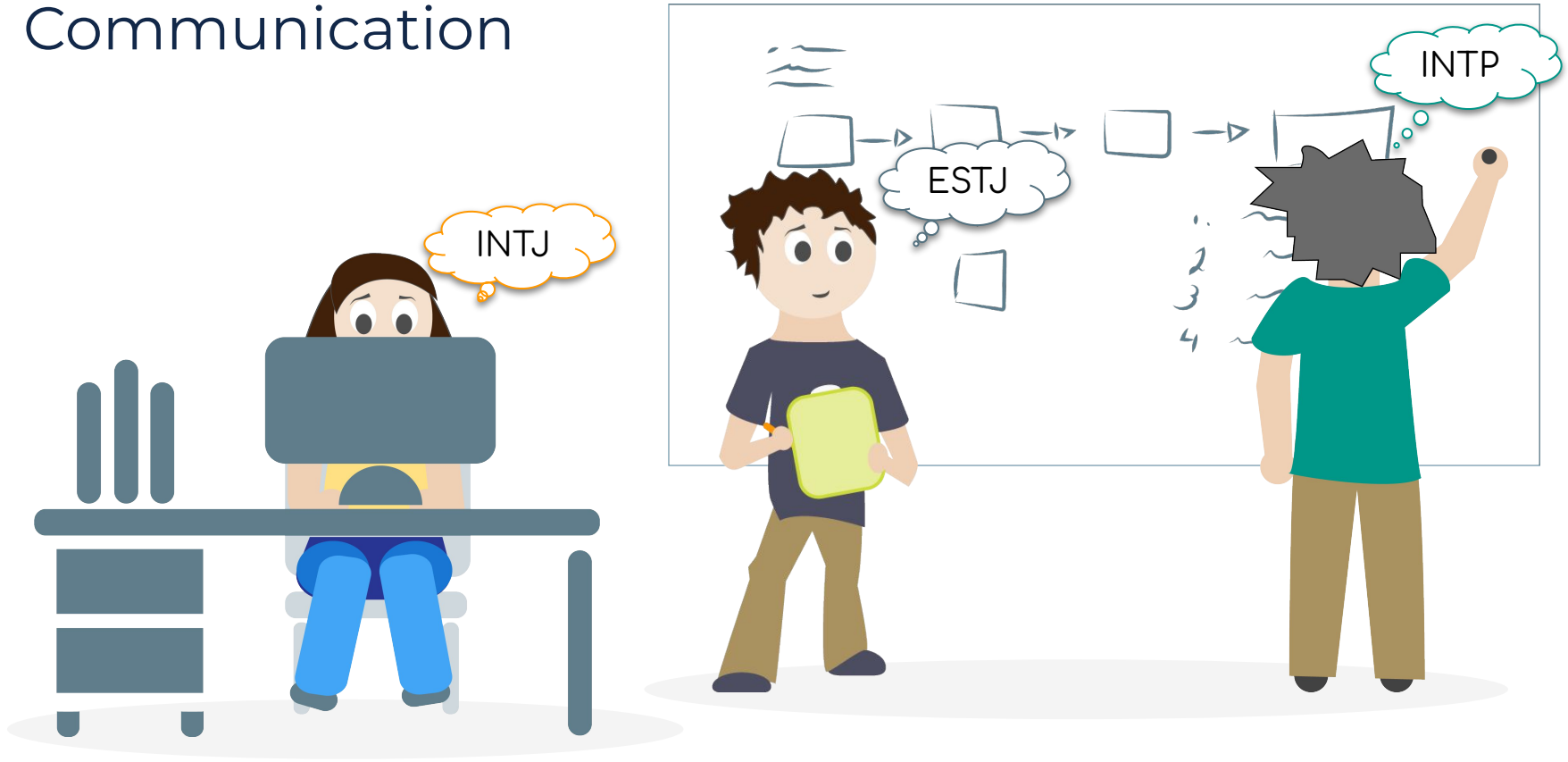
Perception



Personality



Communication



Communication



Time Zone Distribution

Communication



Synchronous vs Asynchronous

Communication



Language & Culture



Agile Development

Methodologies for Remote Work

XP: Extreme Programming

Values / Principles

- Communication
- Simplicity
- Feedback
- Courage
- Respect

Process / Practice

- Planning game
- TDD
- *Pair programming*
- Whole team
- Continuous integration
- Refactoring
- Small releases
- Coding standards
- Collective code ownership
- Simple design
- System metaphor
- Sustainable pace

Scrum

Values / Principles

- Focus
- Commitment
- Openness
- Courage
- Respect

Process / Practice

- Sprint Planning
- Stand-up
- Sprint Review
- *Sprint Retrospective*

Kanban

Values / Principles

- Focus
- Decrease Waste
- Customer Needs, First

Process / Practice

- *Ideation*
- Replenishment
- Development
- Acceptance
- Production

Lean

Values / Principles

- Amplify Learning
- Eliminate Waste
- Decide late
- Deliver fast
- Empower the team
- Build integrity in
- See the whole

Process / Practice

- *Process Mapping*
- Set-based Design
- MVP Delivery
- Rinse & Repeat

Agile Manifesto

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

<http://agilemanifesto.org/principles.html>

Agile Manifesto

Business people and developers must work
together daily throughout the project.

<http://agilemanifesto.org/principles.html>

Agile Manifesto

Build projects around motivated individuals.

*Give them the environment
and support they need,*

and **trust** them to get the job done.

<http://agilemanifesto.org/principles.html>



Winning

From Office, Home, or Anywhere

TRUST

Initial Limitations

- VPN / Access
- On-prem software
- Physical Boards
- Speakerphones

Processes

- Synchronous touch-points
- Text-based communication
- Focus on documentation
- Digital board
- Code reviews
- Standard office hours / water cooler meetings

Antipatterns (Things to Avoid)

- Too many touch points
- Spying
- Zoom Fatigue
- Mandatory Cameras
- Temporary Changes

My Tools

- Google Workspace - Drive, Docs, Meet, Mail
- Atlassian - Confluence, Bitbucket, Trello, Jira
- Slack
- VS Code, Live Share
- DocHub, HubSpot, Wave

Team Rules

- Simpler / Fewer is better
- Tools must support the way we work
- Zero infrastructure or hosting management
- Must integrate with existing tools or Zapier

Keys to Success



Benefits



Michael Dowden

@mrdowden



<https://ags.run/d/free>

Hire me for:

- ❖ Software Development
- ❖ Product Management
- ❖ Coaching & Training

AndromedaGalactic.com



Architecting CSS

The Programmer's Guide to Effective Stylesheets

Martine Dowden
Michael Dowden

apress

Approachable Accessibility

Planning for Success

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Michael Dowden

apress

Programming Languages

ABC++

