

# The Engineering- Manager Transition

*Courtney Hemphill*





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# Management 101

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Courtney Hemphill

*Partner and Technical Lead @ Carbon Five*

@chemphill



# Situation

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Successful companies are built by great teams. Vision may come from one bright individual but the effective execution of that vision comes from great general management skills.



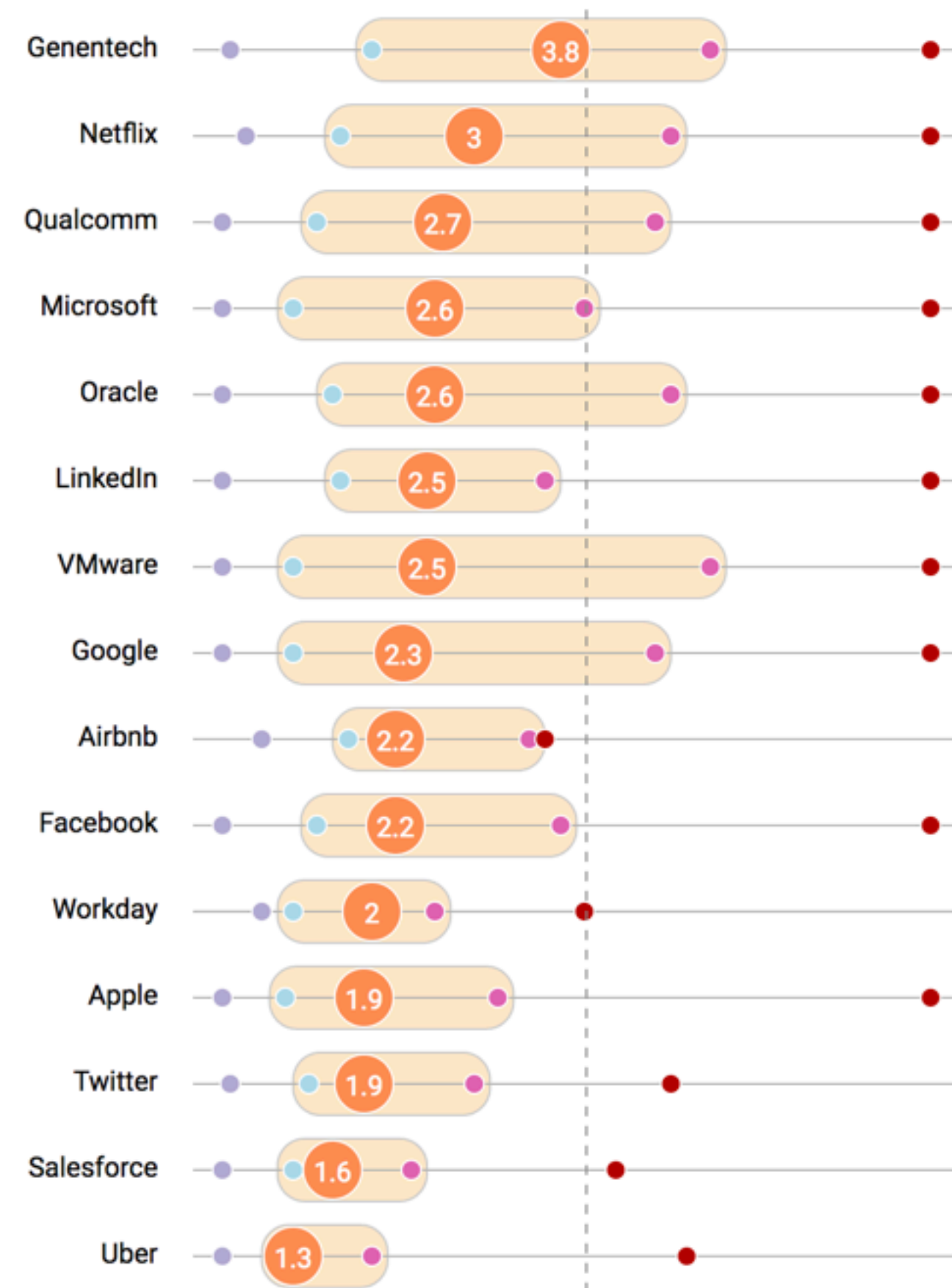
# Complication

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Experienced, highly skilled managers are hard to come by.

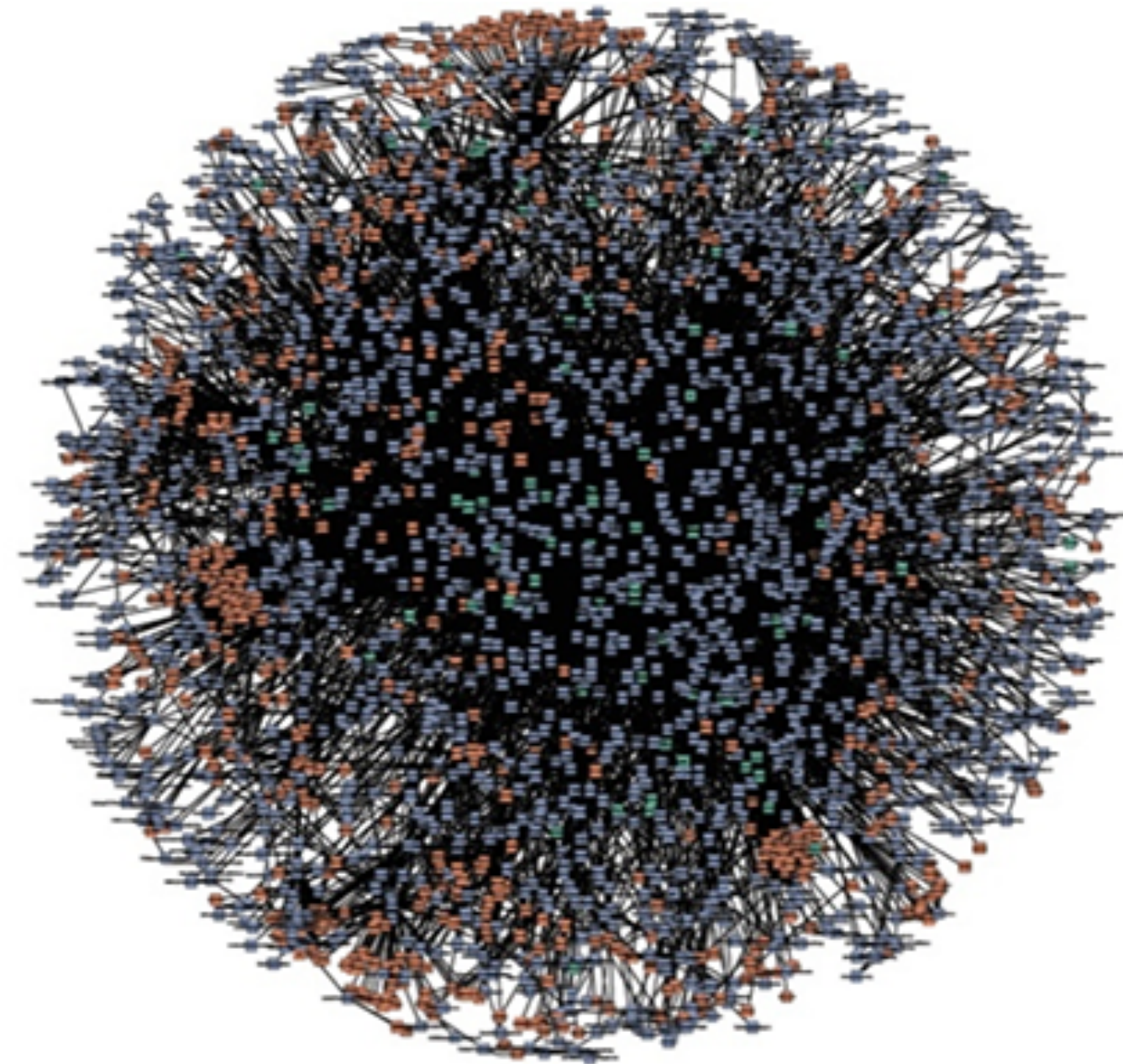


# Software engineer tenure in SF Bay





# Software architecture



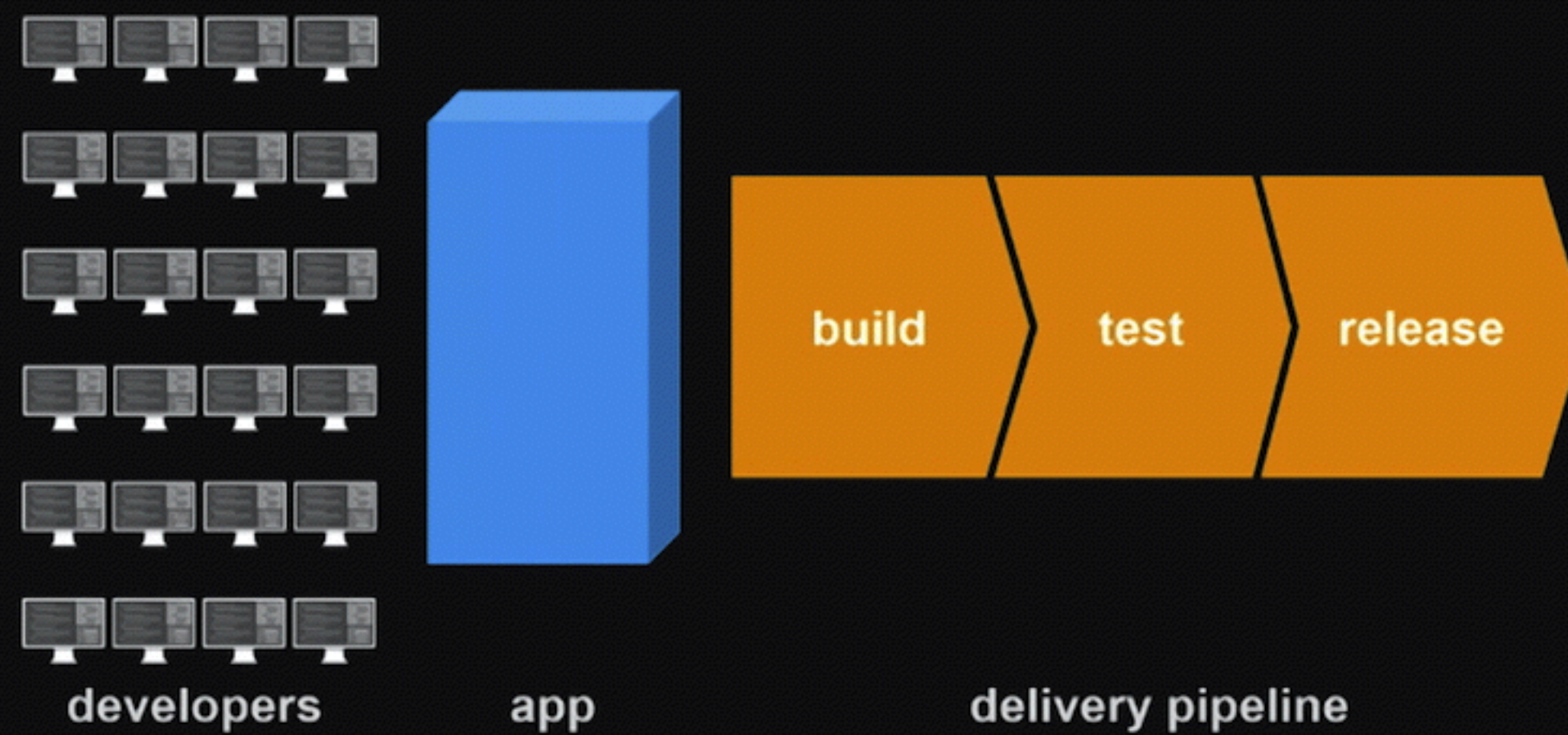
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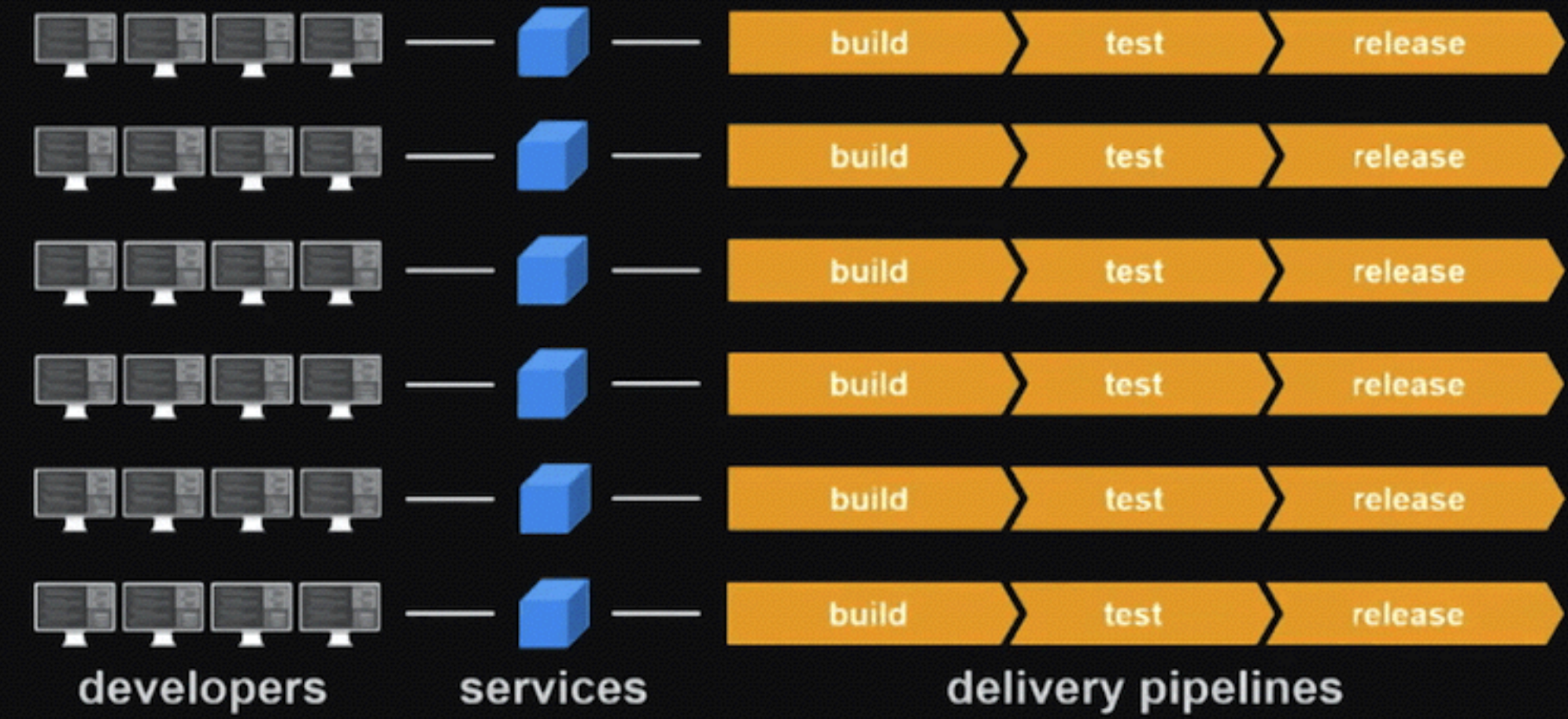


# Software team architecture

## Monolith development lifecycle



## Microservice development lifecycle



# Gap

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The skills and experience that make a great engineer are not the same as those that make a great manager.

Also... not everyone wants to manage

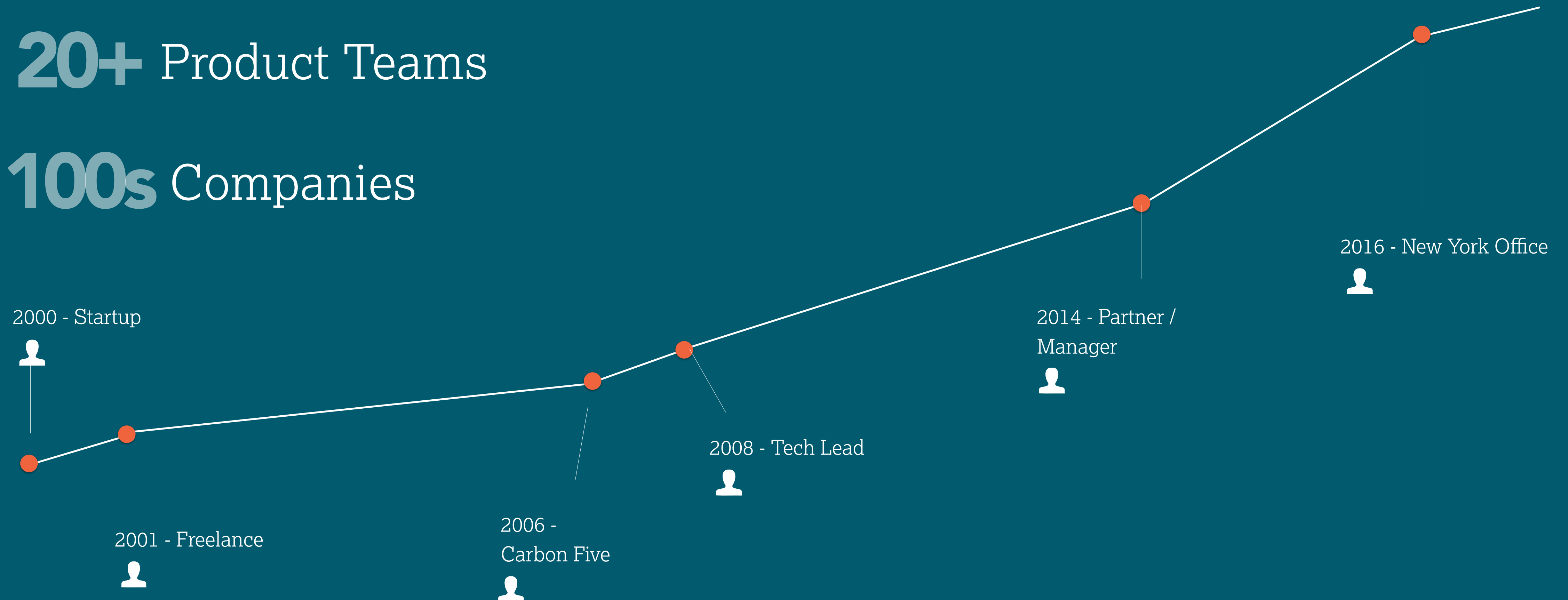


# My Experience

**17** Years

**20+** Product Teams

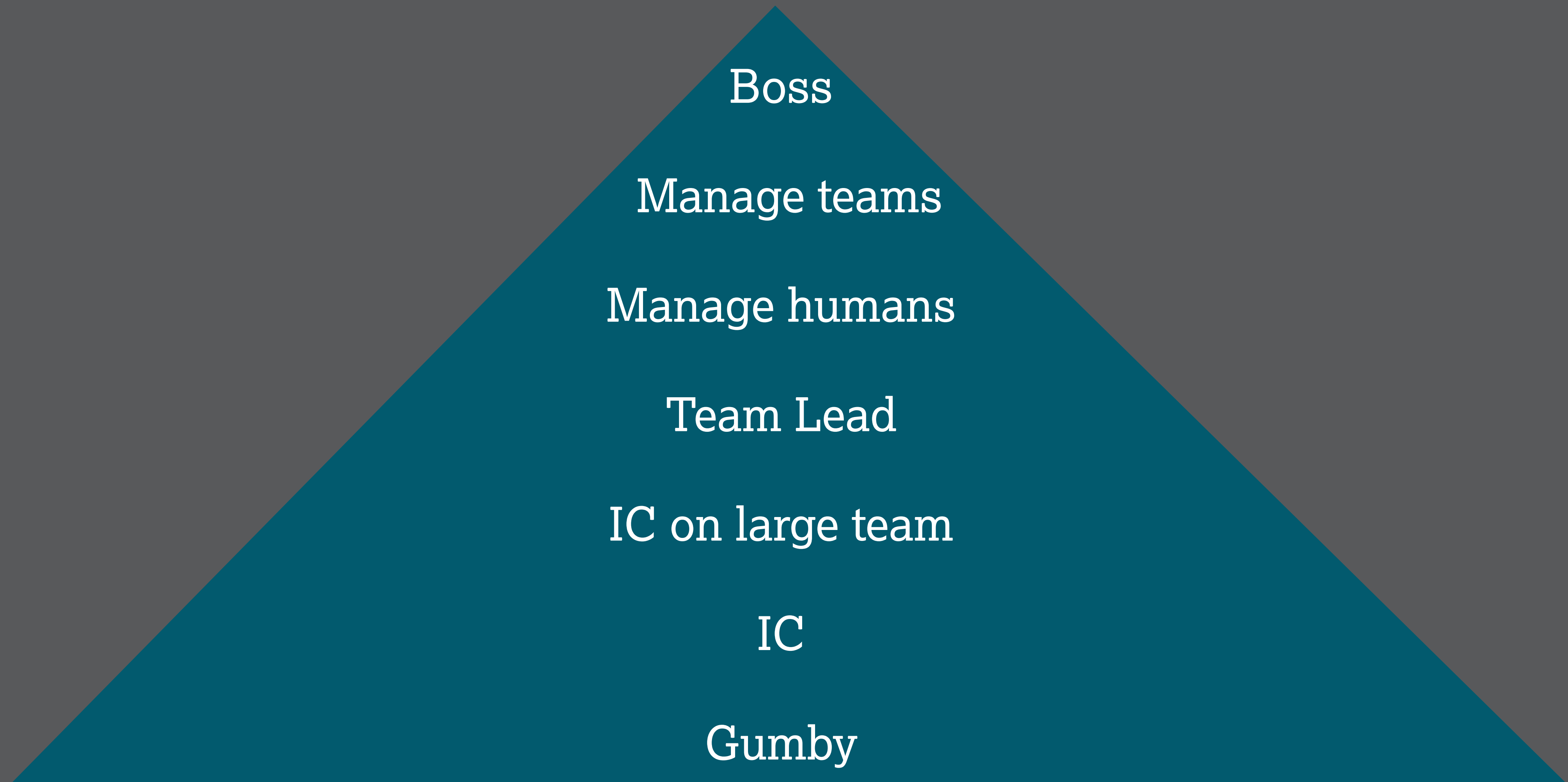
**100s** Companies





# Expected

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# Actual

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Boss



# Patterns and optimizations

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Transitioning from one set of hard problems to another





# Software Development

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1. Open Source (*Writing*)
2. Continuous Integration (*OKRs*)
3. Test Driven Development (*Psychological Safety*)
4. Pair Programming (*Mentorship*)
5. Code Reviews (*Radical Candor*)
6. Regular Refactoring (*Retrospectives*)







**HARRISON**  
**METAL**



# Writing

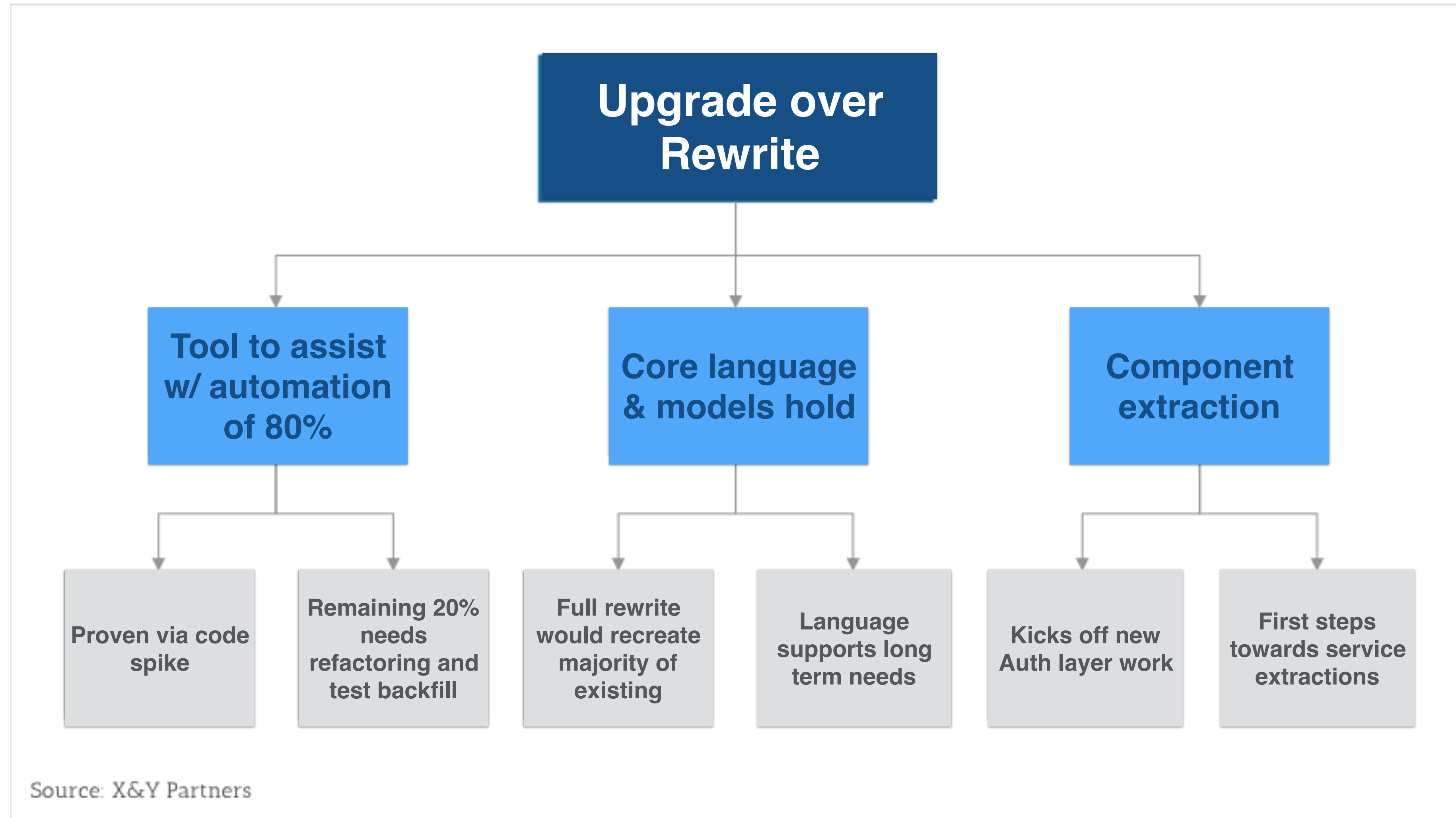
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## The Pyramid Principle

*(logic in writing, from modern day hero Barbara Minto)*



# Get to the point!



# Storytelling

## SCQA

- Situation -
- Complication -
- Question -
- Answer -



# Goal Setting

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OKRs

*(from Andy Grove, with love)*



# Alignment with Measurement

- Company, team, individual
- Think big (70%)
- Not too many
- Every 3 months or less
- Never tie to bonus or comp





# Psychological safety

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Autonomous, shared accountability cultivates learning

*(witnessing a learning culture firsthand)*





STITCH FIX

Stitch Fix is an online personal styling service. It blends the art of expert personal styling with the science of algorithms to deliver apparel and accessories unique to each clients' style and budget

# Mentorship

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One on one's, networking, teaching

*(mentoring others in addition to oneself)*

# Pairing

Journeyman-apprentice

- Sharing down (i.e. one on one)

Driver-navigator

- Sharing across (i.e. networking)

Apprentice-journeyman

- Sharing up (mentee)





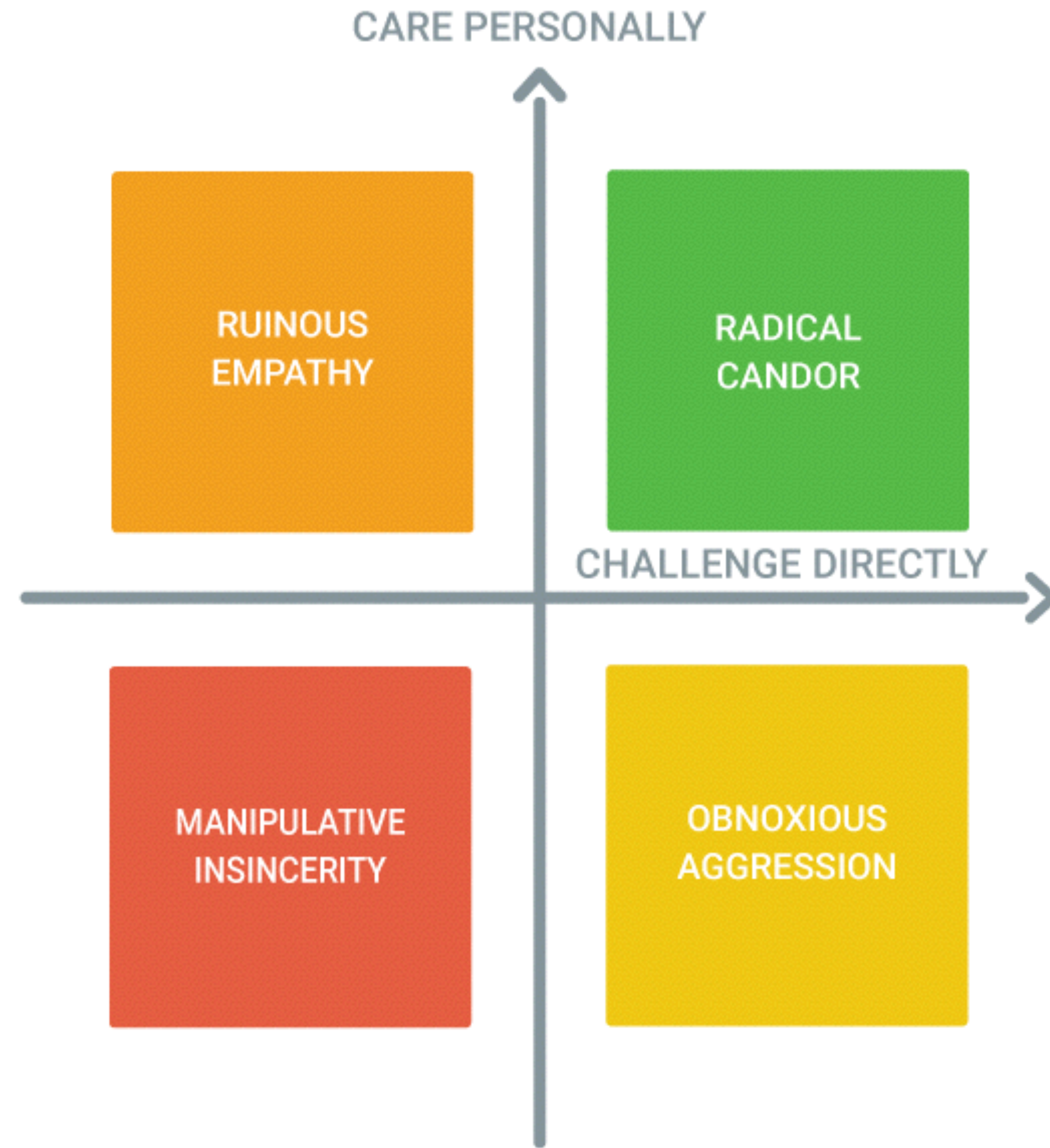
# Radical Candor

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Build stronger relationships through direct feedback

*(Kim Scott bringing the basics of interaction back to work)*





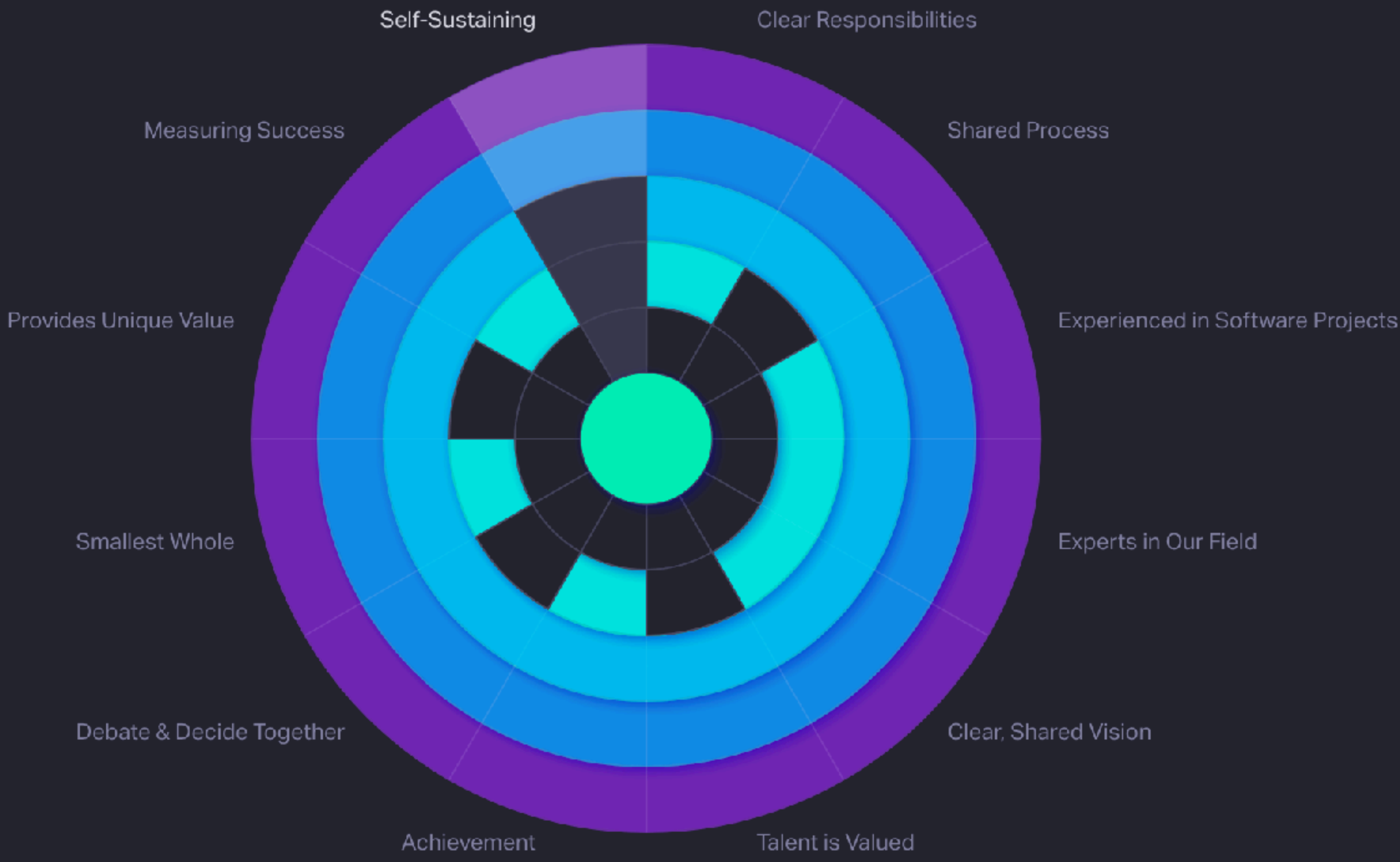
# Retrospectives

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Measure and assess progress w/ Product Dartboard

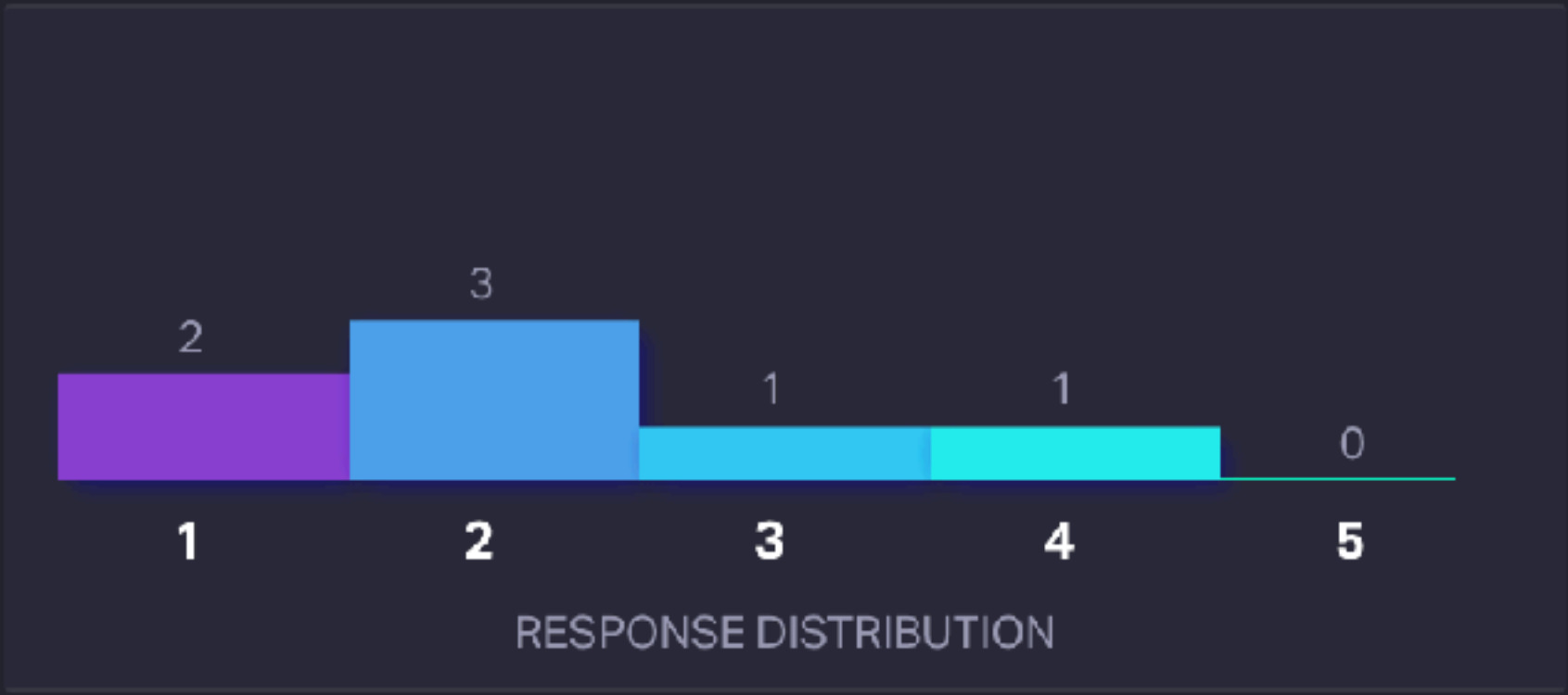
*(the dimensions needed for a great team)*





**LOWEST AVERAGE**  
**SELF-SUSTAINING**  
TEAM AVERAGE: **2.1**

Products exist because they solve a problem that matters to someone. Usually lots of someones. For a new product to go on existing, the team has to make sure the problem they're solving is real, the product is really solving the problem, and enough people are interested in solving the problem with this product that the product can continue to exist. For a startup, you might talk about



DATE CREATED	TOTAL RESPONSES	LOWEST AVERAGE	HIGHEST AVERAGE
Jul 06	7	2.1	4





# Progression

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Managing  
Organization

Managing  
Teams of teams

Managing  
Humans

Managing  
Oneself



# Progression

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Managing  
Distributed  
Systems

Managing  
System at Scale

Managing  
Shared Backlog

Solo IC



# Thanks!

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*Thank you!*



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