



Team Geek: A Software Developer's Guide to Working Well with Others

By Brian W. Fitzpatrick, Ben Collins-Sussman

Download now

Read Online ➔

Team Geek: A Software Developer's Guide to Working Well with Others By Brian W. Fitzpatrick, Ben Collins-Sussman

In a perfect world, software engineers who produce the best code are the most successful. But in our perfectly messy world, success also depends on how you work with people to get your job done.

In this highly entertaining book, Brian Fitzpatrick and Ben Collins-Sussman cover basic patterns and anti-patterns for working with other people, teams, and users while trying to develop software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers.

Writing software is a team sport, and human factors have as much influence on the outcome as technical factors. Even if you've spent decades learning the technical side of programming, this book teaches you about the often-overlooked human component. By learning to collaborate and investing in the "soft skills" of software engineering, you can have a much greater impact for the same amount of effort.

Team Geek was named as a Finalist in the 2013 Jolt Awards from *Dr. Dobbs's Journal*. The publication's panel of judges chose five notable books, published during a 12-month period ending June 30, that every serious programmer should read.

↓ [Download Team Geek: A Software Developer's Guide to Wo ...pdf](#)

📖 [Read Online Team Geek: A Software Developer's Guide to ...pdf](#)

Team Geek: A Software Developer's Guide to Working Well with Others

By Brian W. Fitzpatrick, Ben Collins-Sussman

Team Geek: A Software Developer's Guide to Working Well with Others By Brian W. Fitzpatrick, Ben Collins-Sussman

In a perfect world, software engineers who produce the best code are the most successful. But in our perfectly messy world, success also depends on how you work with people to get your job done.

In this highly entertaining book, Brian Fitzpatrick and Ben Collins-Sussman cover basic patterns and anti-patterns for working with other people, teams, and users while trying to develop software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers.

Writing software is a team sport, and human factors have as much influence on the outcome as technical factors. Even if you've spent decades learning the technical side of programming, this book teaches you about the often-overlooked human component. By learning to collaborate and investing in the "soft skills" of software engineering, you can have a much greater impact for the same amount of effort.

Team Geek was named as a Finalist in the 2013 Jolt Awards from *Dr. Dobbs's Journal*. The publication's panel of judges chose five notable books, published during a 12-month period ending June 30, that every serious programmer should read.

Team Geek: A Software Developer's Guide to Working Well with Others By Brian W. Fitzpatrick, Ben Collins-Sussman Bibliography

- Sales Rank: #395505 in Books
- Brand: Brand: O'Reilly Media
- Published on: 2012-07-18
- Released on: 2012-07-18
- Original language: English
- Number of items: 1
- Dimensions: 8.50" h x .50" w x 5.50" l, .49 pounds
- Binding: Paperback
- 194 pages

 [Download Team Geek: A Software Developer's Guide to Wo ...pdf](#)

 [Read Online Team Geek: A Software Developer's Guide to ...pdf](#)

Editorial Review

Amazon.com Review

Team Geek Tips

JOIN THE TEAM

Don't work alone. Create a low-friction environment for rapid feedback loops with other programmers.

Keep the "bus factor" high. (Bus factor = the number of people that would have to get hit by a bus before your project is completely doomed)

Practice humility, respect, and trust. Almost every social conflict can ultimately be traced back to a lack of one or all of these behaviors:

Humility: You're not the center of the universe. You're neither omniscient nor infallible. You're open to self-improvement.

Respect: You genuinely care about the people with whom you work. You treat them as human beings, and appreciate their abilities and accomplishments.

Trust: You believe others are competent and will do the right thing; you're okay with letting them drive when appropriate.

SET THE STAGE FOR SUCCESS

Build a strong team culture. Base that culture on humility, trust, and respect— and consensus-based decision making.

Write a mission statement. It's just as important to agree on what you're NOT doing as what you are.

Run efficient meetings:

1. Only invite people who absolutely need to be there.
2. Have an agenda and distribute it early.
3. End the meeting early if possible.
4. Keep the meeting on track.
5. Try to schedule the meeting near other interrupt points in your day.

Build strong processes and tools around team communication. They're just as important as your software tools.

Never underestimate the bandwidth (and power) of a face-to-face conversation. It trumps all forms of electronic communication.

BE A TRUE LEADER

Remove roadblocks for the team. Strive to be a "servant leader."

Be a leader, not a manager. Managers worry about **how** to get things done, while Leaders worry about **what** things get done, and trust their team to figure out how to do it.

Provide direction and intrinsic motivation. Figure out how much guidance the people on your team need to stay on track—and happy.

MANAGE PROBLEMS WITHOUT DRAMA

- Reject behaviors, not people.
- Guard your team's attention and focus.
- Ignore trolls and stick to facts.
- Don't sacrifice long-term culture for short-term convenience.

MANAGE UP & OUT

Ask for forgiveness, not permission.

If you can't take the path, make the path.

Connect to the right people. Take advantage of the favor economy.

Cut to the chase. Make requests using "3 bullets and a call to action" method.
Example:

- There is a pony deficiency.
- Lack of ponies makes people sad.
- Ponies increase productivity.

Please get us a pony.

TAKE CARE OF YOUR USERS

When marketing your product, under-promise and over-deliver. Be aware of how people perceive your software; it determines whether they'll even try it out.

Make your software easy to use. If your software isn't easy to try, fast, friendly, and accessible, users will eventually walk away.

Listen to your customers. Users want to be heard and acknowledged. Proactive engagement with long-term users has a positive effect on the evolution of your software, and on retaining your customers.

About the Author

Brian Fitzpatrick leads Google's Data Liberation Front and Transparency Engineering teams and has previously led Google's Project Hosting and Google Affiliate Network teams. He cofounded Google's Chicago engineering office and serves as both thought leader and internal advisor for Google's open data efforts.

Ben Collins-Sussman, one of the founding developers of the Subversion version control system, led Google's Project Hosting team, and now manages the engineering team for the Google Affiliate Network. He cofounded Google's engineering office in Chicago and ported Subversion to Google's Bigtable platform.

Users Review

From reader reviews:

Fernando Levering:

Precisely why? Because this Team Geek: A Software Developer's Guide to Working Well with Others is an unordinary book that the inside of the guide waiting for you to snap it but latter it will jolt you with the secret that inside. Reading this book close to it was fantastic author who write the book in such awesome way makes the content inside of easier to understand, entertaining method but still convey the meaning thoroughly. So , it is good for you for not hesitating having this anymore or you going to regret it. This phenomenal book will give you a lot of positive aspects than the other book have such as help improving your expertise and your critical thinking method. So , still want to hesitate having that book? If I have been you I will go to the reserve store hurriedly.

William Stewart:

Do you have something that you prefer such as book? The guide lovers usually prefer to opt for book like comic, short story and the biggest an example may be novel. Now, why not striving Team Geek: A Software Developer's Guide to Working Well with Others that give your entertainment preference will be satisfied through reading this book. Reading addiction all over the world can be said as the means for people to know world much better then how they react in the direction of the world. It can't be said constantly that reading behavior only for the geeky individual but for all of you who wants to always be success person. So , for all of you who want to start studying as your good habit, it is possible to pick Team Geek: A Software Developer's Guide to Working Well with Others become your current starter.

Christopher Burnham:

Reading a book for being new life style in this 12 months; every people loves to learn a book. When you go through a book you can get a wide range of benefit. When you read guides, you can improve your knowledge, since book has a lot of information into it. The information that you will get depend on what types of book that you have read. In order to get information about your study, you can read education books, but if you act like you want to entertain yourself read a fiction books, this kind of us novel, comics, and also soon. The Team Geek: A Software Developer's Guide to Working Well with Others provide you with a new experience in studying a book.

Ricardo Hayward:

On this era which is the greater particular person or who has ability in doing something more are more important than other. Do you want to become one among it? It is just simple strategy to have that. What you need to do is just spending your time very little but quite enough to enjoy a look at some books. One of many

books in the top collection in your reading list is definitely Team Geek: A Software Developer's Guide to Working Well with Others. This book which is qualified as The Hungry Slopes can get you closer in turning out to be precious person. By looking upward and review this reserve you can get many advantages.

Download and Read Online Team Geek: A Software Developer's Guide to Working Well with Others By Brian W. Fitzpatrick, Ben Collins-Sussman #N0O9LQ8AGW7

Read Team Geek: A Software Developer's Guide to Working Well with Others By Brian W. Fitzpatrick, Ben Collins-Sussman for online ebook

Team Geek: A Software Developer's Guide to Working Well with Others By Brian W. Fitzpatrick, Ben Collins-Sussman Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Team Geek: A Software Developer's Guide to Working Well with Others By Brian W. Fitzpatrick, Ben Collins-Sussman books to read online.

Online Team Geek: A Software Developer's Guide to Working Well with Others By Brian W. Fitzpatrick, Ben Collins-Sussman ebook PDF download

Team Geek: A Software Developer's Guide to Working Well with Others By Brian W. Fitzpatrick, Ben Collins-Sussman Doc

Team Geek: A Software Developer's Guide to Working Well with Others By Brian W. Fitzpatrick, Ben Collins-Sussman Mobipocket

Team Geek: A Software Developer's Guide to Working Well with Others By Brian W. Fitzpatrick, Ben Collins-Sussman EPub

N009LQ8AGW7: Team Geek: A Software Developer's Guide to Working Well with Others By Brian W. Fitzpatrick, Ben Collins-Sussman