## VIEWS FROM A START-UP

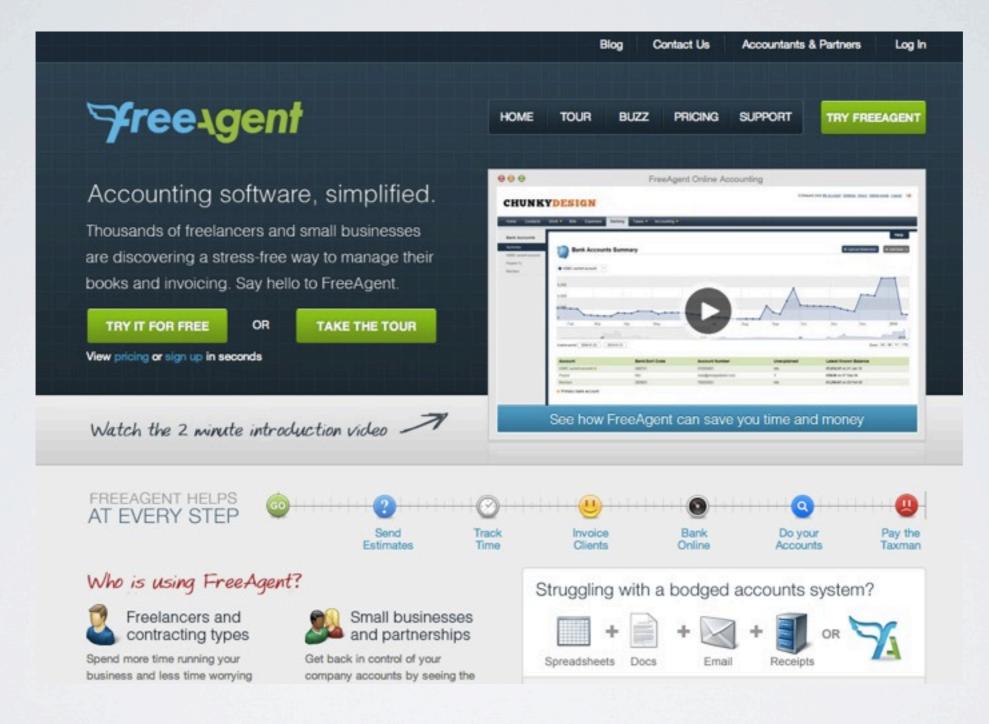


**Olly Headey** 

CTO and co-founder, FreeAgent



#### FREEAGENT



www.freeagent.com





Super League Pro Rugby, 1996



Serif 3D Plus 2, 1998













## THE BUSINESS OF SOFTWARE



# THEN







## NOW





#### NOW

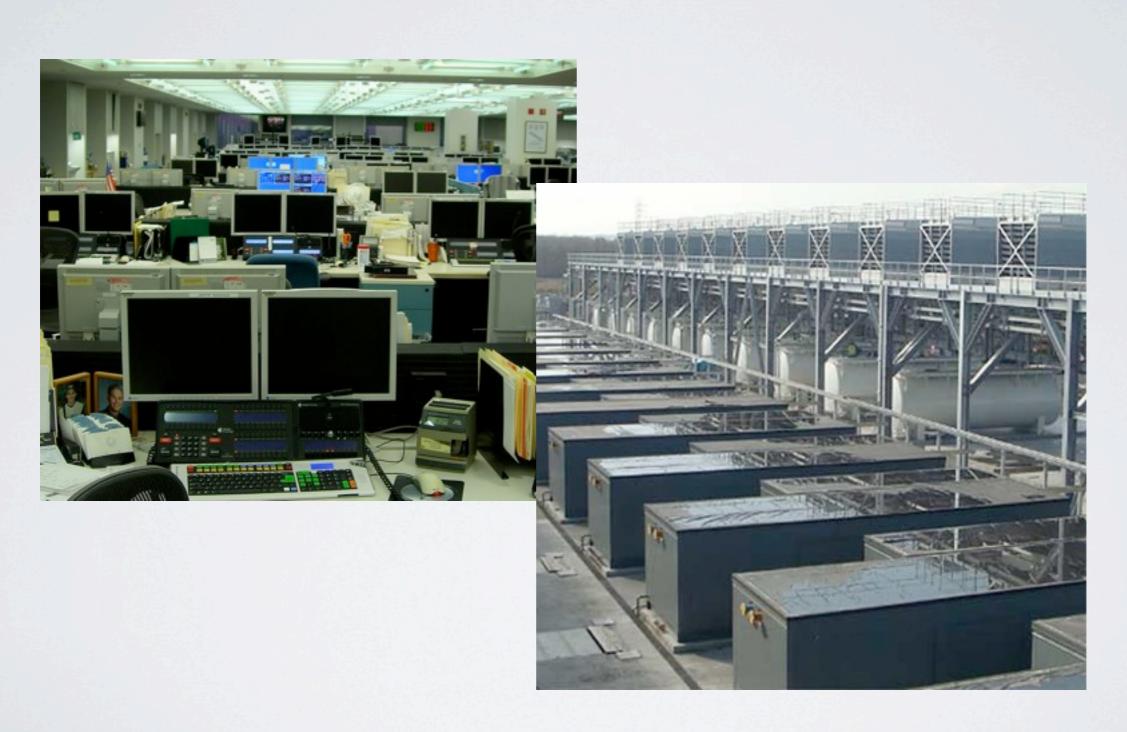


@johnciancutti
John Ciancutti

Scary/cool: my car decided it needed service today, so it contacted my dealer, who emailed me the diagnostics and times when the can service



# NOW





#### FREEAGENT

- Accounting/Finance
- Customer Service
- Engineering
- Marketing
- Business Development



## ACCOUNTING



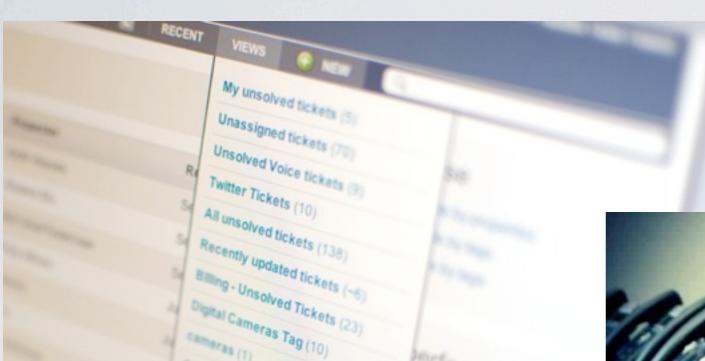


FreeAgent (of course!)

NetSuite



# CUSTOMER SERVICE



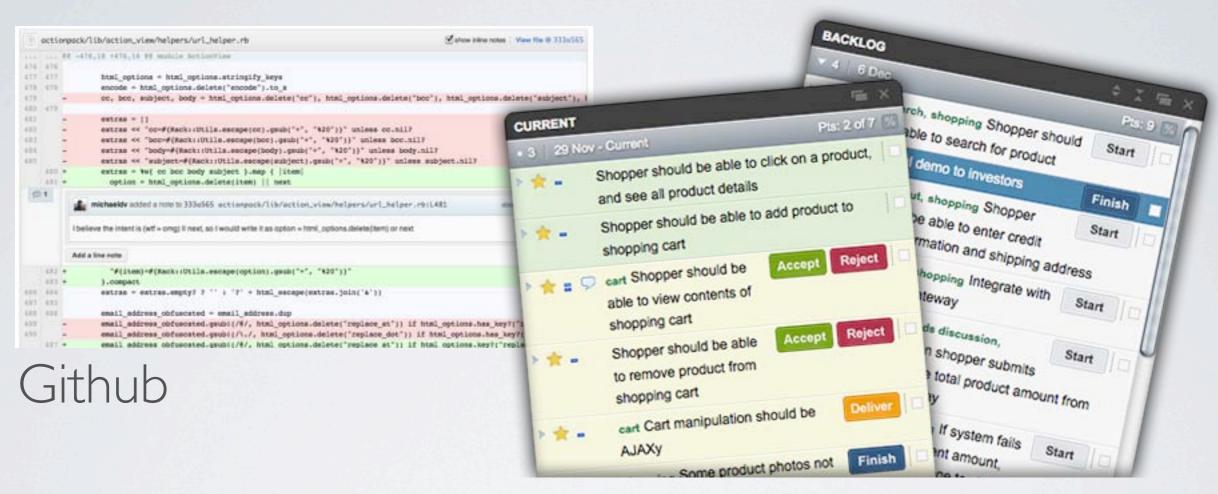
Zendesk



VOIP phones



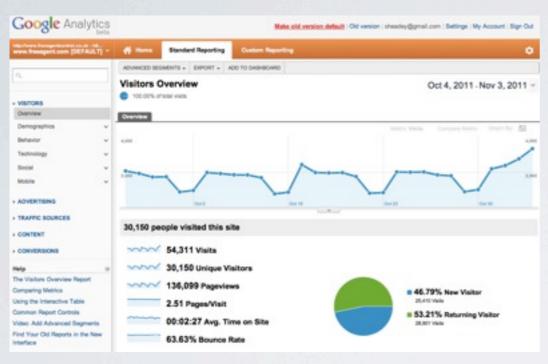
## ENGINEERING



Pivotal Tracker



### MARKETING / BIZDEV



Analytics



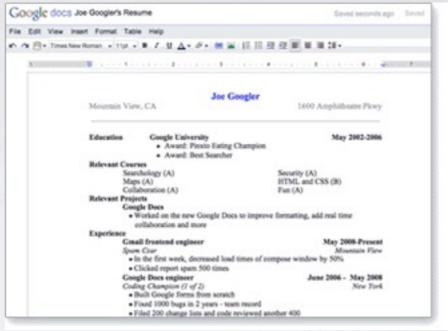


Social Media



#### EVERYONE!





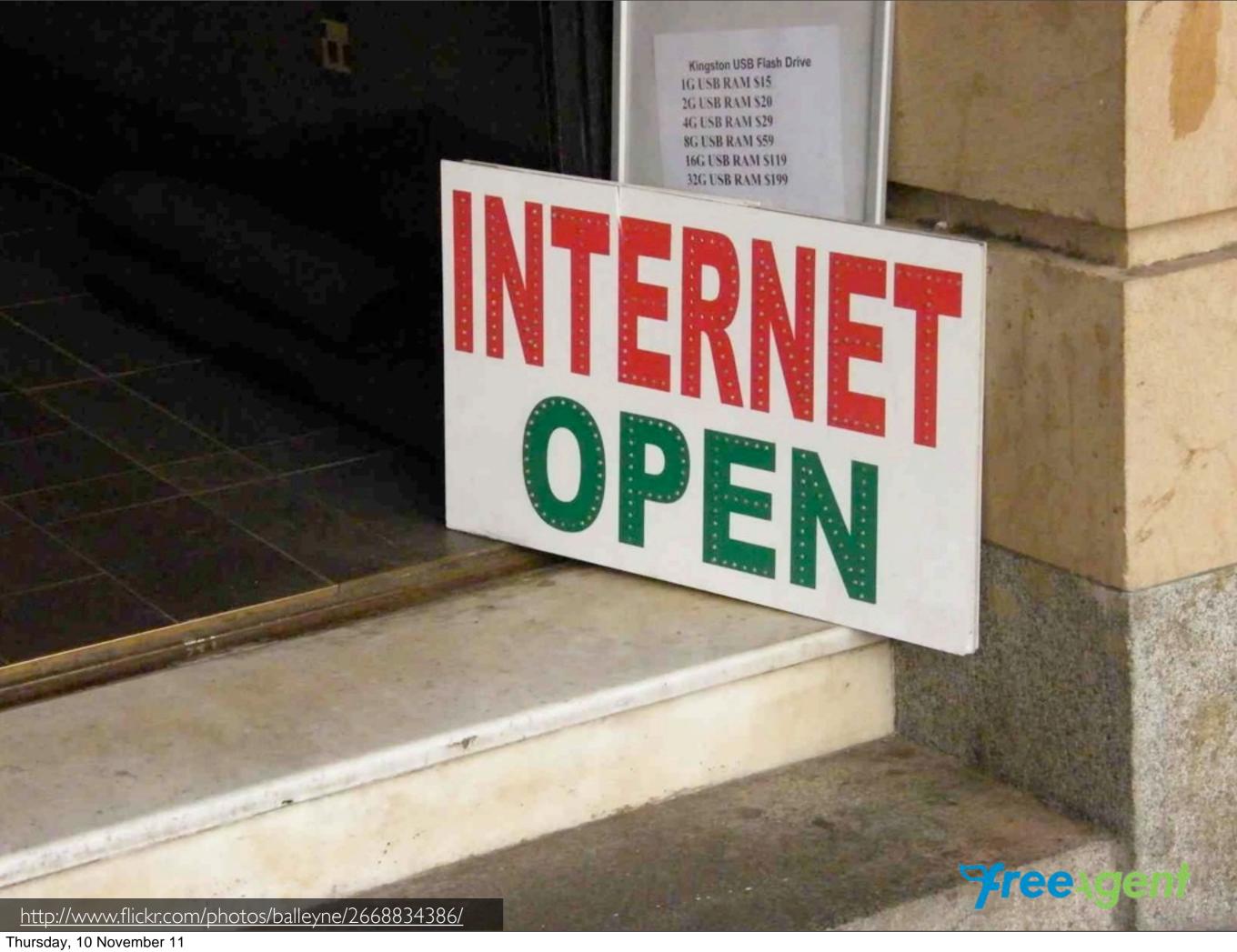
Google Docs



Group chat





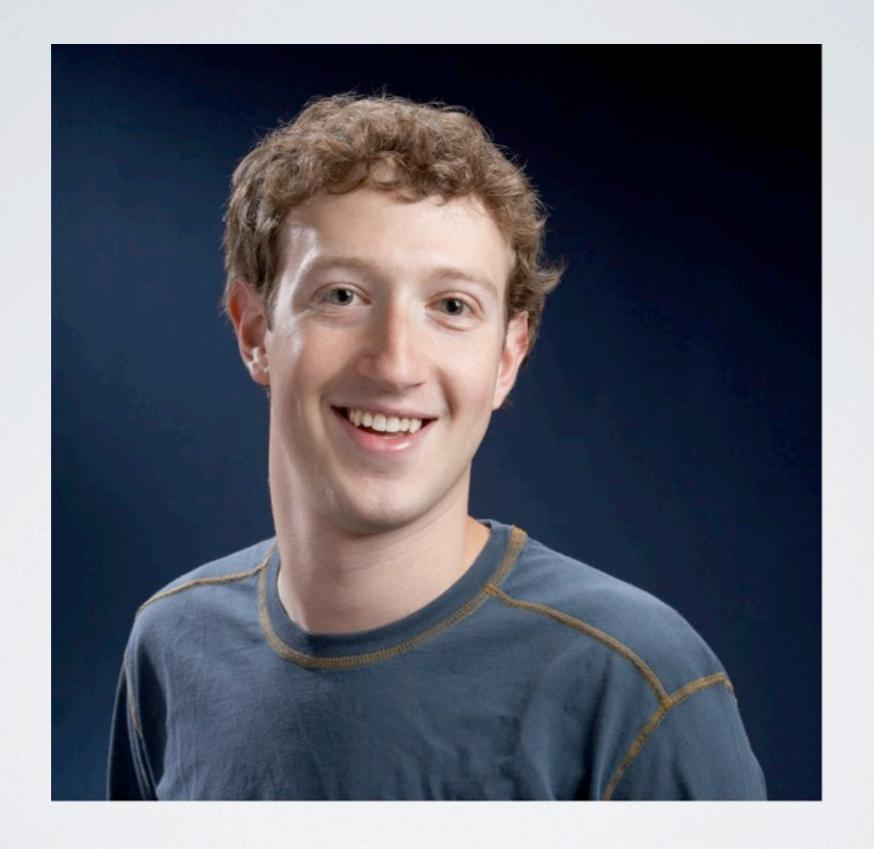


## THE BUSINESS OF SOFTWARE



# This is really exciting!











#### SUMMARY

- Software is everywhere
- Software will continue to be everywhere
- Incredibly low barrier to entry
- Working for yourself is cool



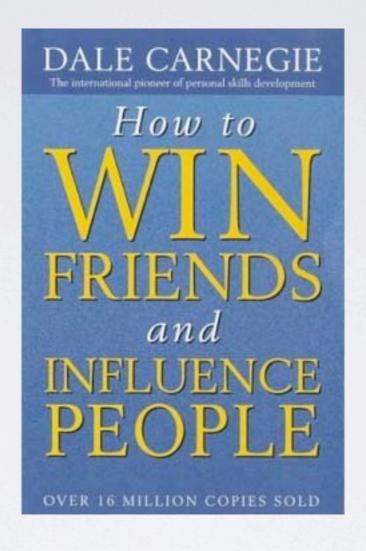
## LESSONS LEARNED

Human Factors



## 1. Communicate





# 2. Win friends and influence people



# 3. Be a team player



4. What's the worst that can happen?



#### 5. Think about the future



# 6. Enjoy it



### LESSONS LEARNED

Software Development



#### 1. Solid Foundations



# 2. Continuous learning



#### 3. Less is more



# KISS principle

"Keep it simple, stupid!"



# Pareto principle



# You Ain't Gonna Need it (YAGNI)



# 4. Always test first



# 5. The ninety nine rule



### PRINCIPLES

"The first 90 percent of the code accounts for the first 90 percent of the development time. The remaining 10 percent of the code accounts for the other 90 percent of the development time."

- Tom Cargill, Bell Labs



# 6. Interview Advice



# REAL-WORLD SOFTWARE DELIVERY

Agile Style



# FREEAGENT ENGINEERING

- CTO (hello)
- Product Director
- 8 engineers
- Interaction designer x2



### RESPONSIBILITIES

- Developing new features
- Tracking and fixing bugs
- Improving app performance
- · Building and maintaining app infrastructure
- Scaling the application
- Monitoring
- Dev/Tech Support



### PROCESS

- Agile software development
- Collaborative, incremental, flexible

"Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan"

-The Agile Manifesto, 2001



# FUNCTIONAL SPECS

### Allow users to send HTML Emails for invoices and estimates

Champion: RL

### Story

2

As a FreeAgent user I'd like to be able to use selected, whitelisted HTML tags in my emails, and have a plain text version automatically generated

so I can send html emails for my invoices and estimates

3

So that I can enhance emails that I send through FreeAgent As a FreeAgent user

I would like the option of using a WYSIWYG editor to compose my emails, and for that editor to produce both HTML and plain-text variants for sending to my clients

### Details

Using a simple WYSIWYG editor which allows switching to HTML edit view would be ideal.

We should be looking to generate plain text versions of the emails templates automatically.

- New invoice emails and template
- Reminder template
- · Thank you template
- Statement of Account
- Estimate emails

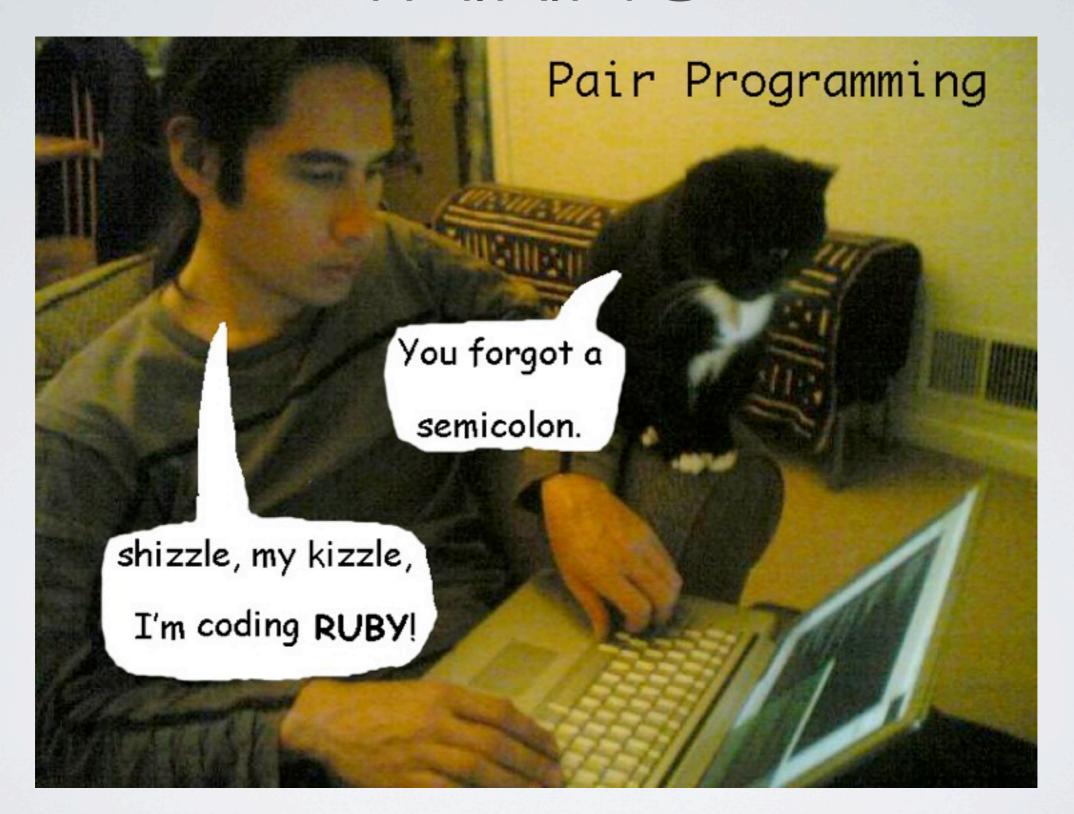


# PROJECT MANAGEMENT





# PAIRING



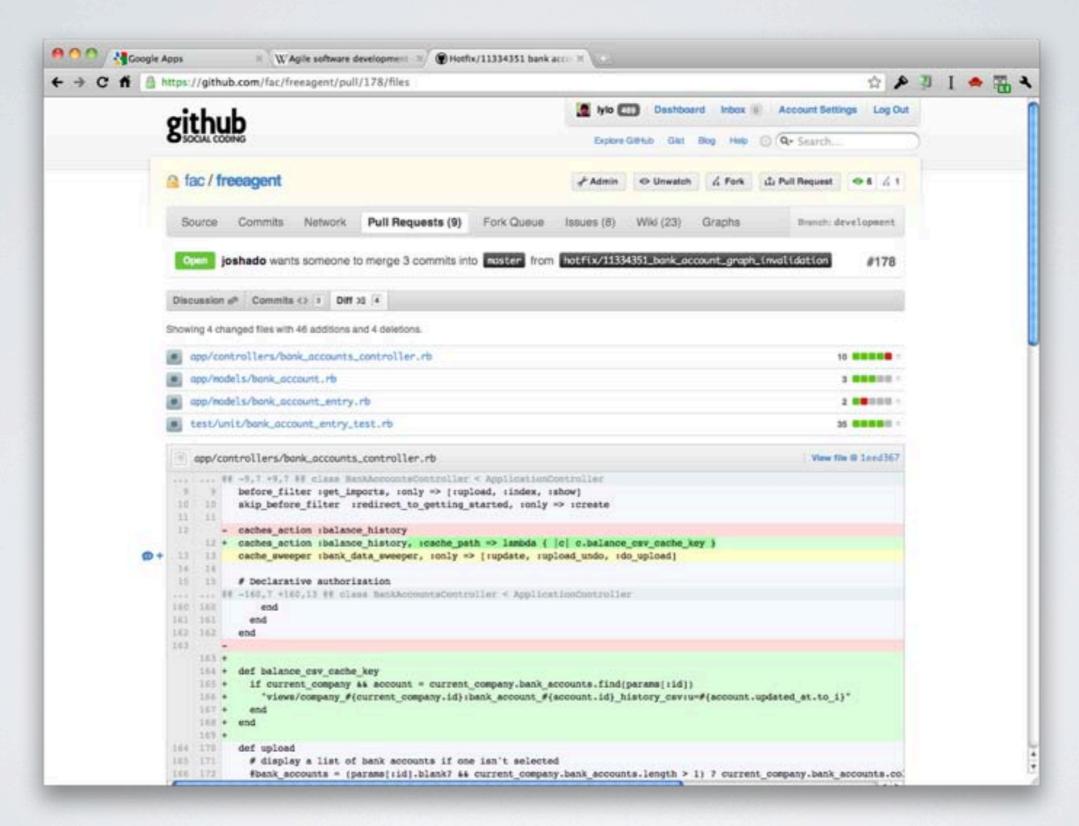


# TESTING





# PEER REVIEW





### CI



# Jenkins

http://jenkins-ci.org/

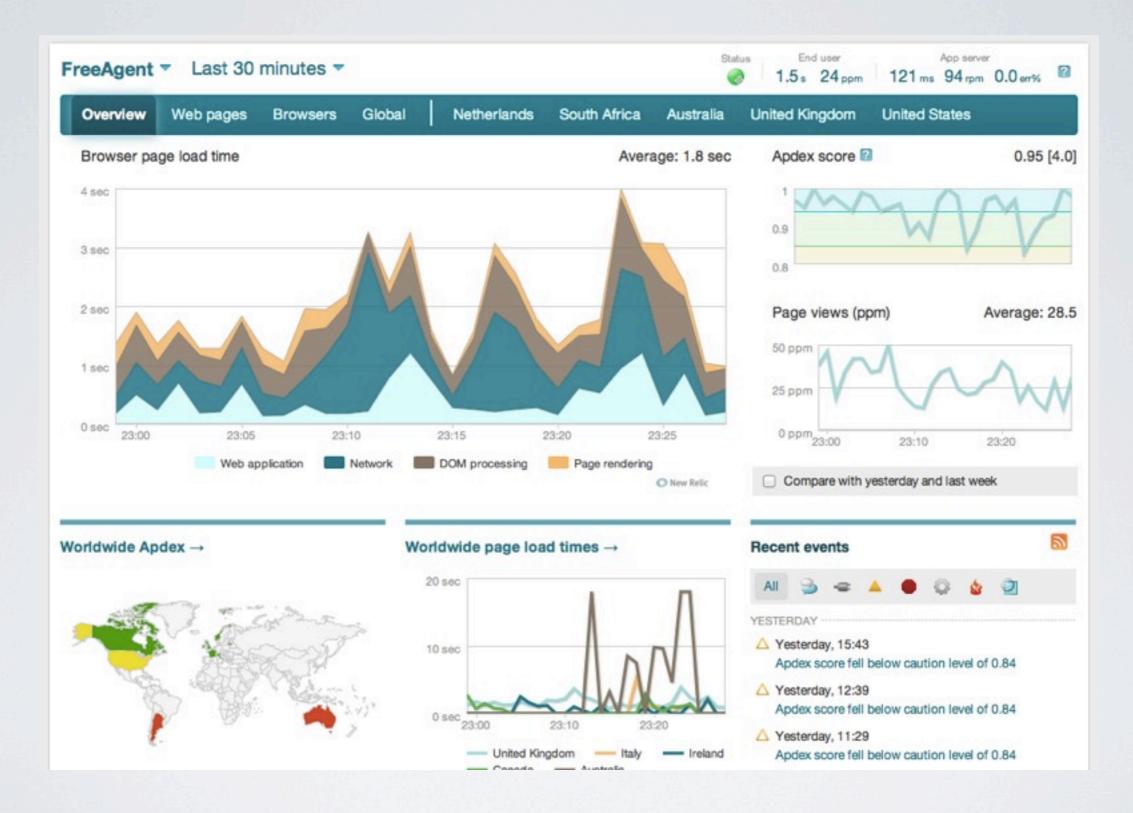


# SCALING





# SCALING







How can I help you?



# Q and A

# Questions?

