

# ADVENTURES OF A FREELANCE SOFTWARE DEVELOPER

by Jeremy Zerr

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# HERE'S WHAT WE'LL TALK ABOUT

- ▶ Life as a Freelancer
- ▶ How Did I Get Here?
- ▶ Reasons to Become a Freelancer
- ▶ The 3 Freedoms
- ▶ Freelance Life Cycle
- ▶ Hard Things about Being a Freelancer
- ▶ Q & A

### WHAT I DO

- ▶ I build custom software
- ▶ We create web applications, mobile apps, front to back
- ▶ Full time for 5 and a half years, started part time 7 years ago
- ▶ Added another software engineer to the team last year, my first employee

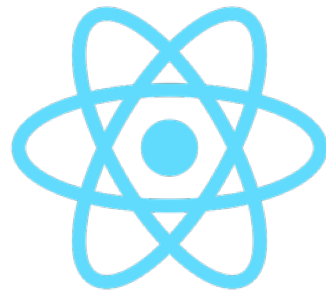


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## WHO HAVE WE HELPED?

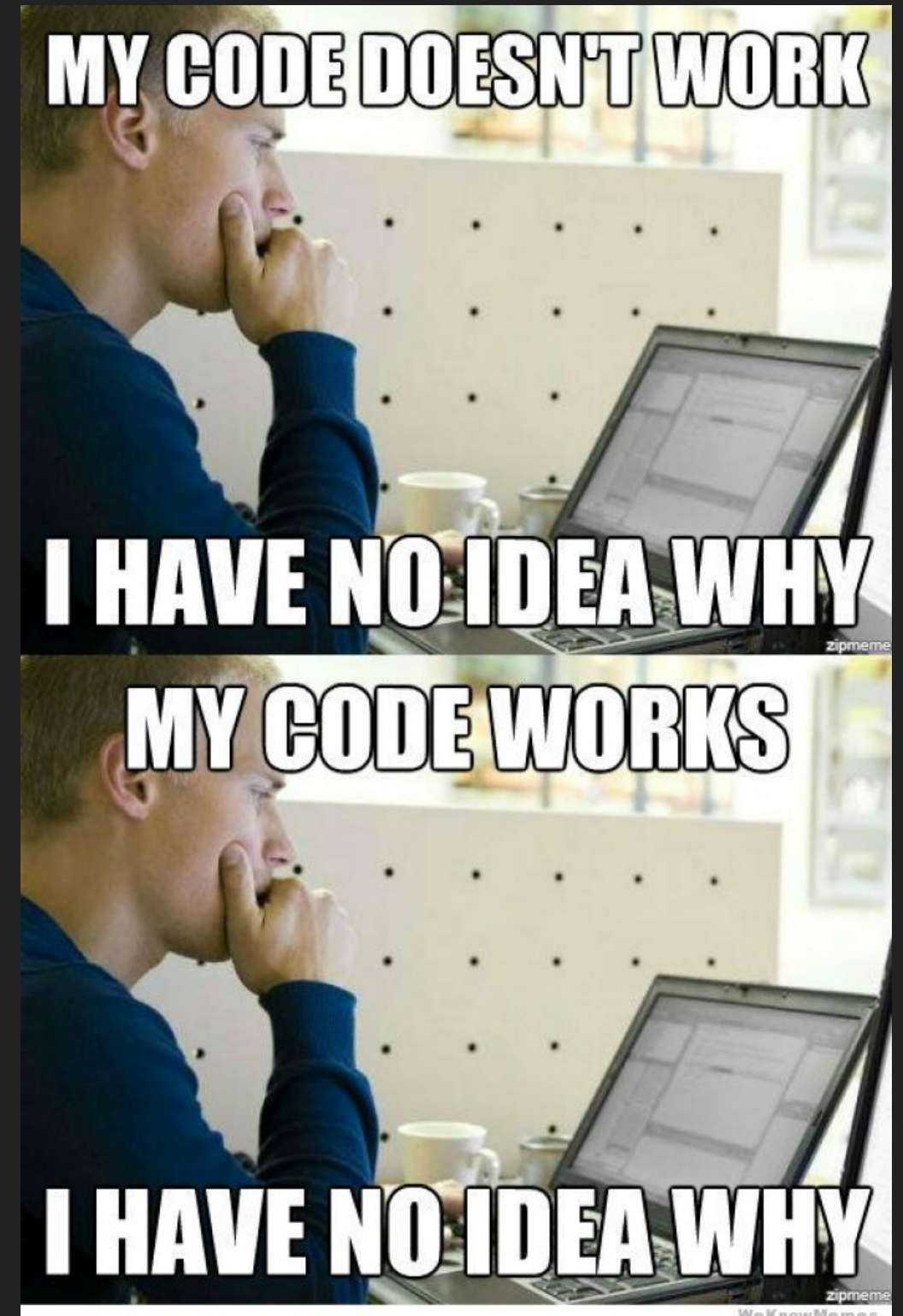


## TECHNOLOGIES WE USE



## WHAT EXACTLY IS MY BUSINESS

- ▶ Building Software Products
- ▶ Software Project Management
- ▶ Tech Strategy



### MY PHILOSOPHY

- ▶ Technical Project Management
- ▶ Transparent process with clients
- ▶ Use proven frameworks, leverage open source, be efficient and productive
- ▶ Contribute back to the community - presentations, teaching
- ▶ No outsourcing
- ▶ Never experiment with new tech on client projects



### MY EMPLOYED LIFE

- ▶ First job as a fresh Computer Engineer brought me to Boise and Micron
- ▶ Switched positions within Micron, then that department got spun off as a new company called Aptina and moved to San Jose
- ▶ Because of that, off to St. Luke's to move HR/Payroll processes online
- ▶ Ended up as a Clinical Operations Analyst creating a custom web app still being used today





# MAKING THE BREAK

- ▶ Curiosity - Helping people make money online and building web applications
- ▶ Passion - No matter what my day job was, I always enjoyed and was challenged by creating web apps
- ▶ Risk - What is the worst that can happen?
- ▶ Didn't want to jump in 100% full time if I could go part-time.
- ▶ Don't do it in secret. Maybe somebody can help...
- ▶ How much money did I actually need?
- ▶ First few freelance projects put me from part time to full time

### TOP REASONS TO BECOME A FREELANCER (FOR ME)

- ▶ Diversity of your skills and who you can help
- ▶ Getting a chance to lead projects, start to finish
- ▶ Develop a broad set of skills
- ▶ Networking
- ▶ Work on newer tech than at product based company
- ▶ The 3 Freedoms



## THE 3 FREEDOMS

- ▶ Time
- ▶ Location
- ▶ Money

# FREEDOM OF TIME

- ▶ Choose when you work
- ▶ Choose what you spend your time on
- ▶ Choose who you spend your time with



### FREEDOM OF LOCATION

- ▶ Choose where you work from
- ▶ Choose your own tools
- ▶ Use whatever gear you want
- ▶ Can use any public services, cloud hosting, APIs
- ▶ Freedom to choose the best solution for the project

### FREEDOM OF MONEY

- ▶ Why do we have to work 40 hrs/week minimum to get our pay?
- ▶ I always wished I could just work less hours for less pay, just enough to cover my needs
- ▶ Goal is to not make more, but to make more per hour, every hour you work on client projects
- ▶ Break Even Days

# BUILD – HELP – DELIVER LOOP

- ▶ Building Skills
- ▶ Finding Projects to Help on
- ▶ Deliver on the Project



# BUILDING SKILLS

- ▶ Leadership/Teamwork
- ▶ Planning
- ▶ Speaking
- ▶ Technical
- ▶ Portfolio

# FINDING PROJECTS TO HELP ON

- ▶ Goals - How much work do you NEED
- ▶ Dream Client
- ▶ Networking - Have a purpose, help and learn
- ▶ Marketing Yourself - Presentations, Connecting, be a contributor not just a consumer
- ▶ Rates - Test and Negotiate

# DELIVER ON THE PROJECT

- ▶ Frontend - Estimates & Interviews
- ▶ Middle - Project management software, transparency, time tracking
- ▶ Backend - Invoicing & Maintenance

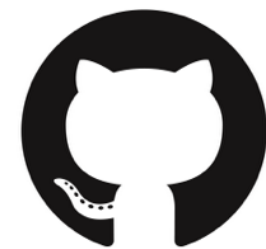
# DELIVER – FRONTEND



- ▶ Harvest for estimates
- ▶ Interview
  - ▶ Prepare, before you even talk with them, you must understand their business, their needs, their tech
  - ▶ I interview them
  - ▶ They interview me
  - ▶ Relate to your past experiences

# DELIVER – MIDDLE

- ▶ Software project management
  - ▶ Code - Github
  - ▶ Issues/tasks - Pivotal Tracker, Basecamp
  - ▶ Feedback - Bugherd or just directly into Pivotal Tracker
  - ▶ Harvest - Time tracking
- ▶ Frequent releases, constant feedback, periodic updates
- ▶ Communication and transparency is key



### DELIVER – BACKEND

- ▶ Invoicing - Harvest
- ▶ Maintenance - Warranty, hosting, followup

# TRADEOFFS

- ▶ Discipline
- ▶ Bubbles of client work
- ▶ Last 10% of a project - Death by 1000 styles
- ▶ Getting first clients and portfolio pieces
- ▶ Taking time to invest in yourself that isn't paid
- ▶ Doing all the other business stuff (accounting, invoicing, taxes, insurance, contracts)
- ▶ Knowing what clients are a bad fit before it's too late
- ▶ Social life
- ▶ Solo coding



ANY OTHER QUESTIONS?

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## CAN I ANSWER ANY QUESTIONS?

- ▶ Clients
- ▶ Marketing Yourself
- ▶ Technologies
- ▶ Rates
- ▶ Hiring an Employee

# THANKS!

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