Microsoft
About Jess
About me

Dartmouth ’08
Major in Cognitive Science, Minor in Digital Arts
Chair for STAR Mentoring
TA for animation/modeling
WISP Intern at ISTS
Worked part time at North Face Store

Microsoft
Intern, FTE for 2.5 years
Program Manager for Bing Mobile, previously worked for Bing Maps and Virtual Earth
About Evan
About me

Dartmouth ‘09 (CS)

• Pollution Mapping Project with the Tuck School
• Thesis – Microscopy image processing with Hany Farid (CS), Amy Gladfelter (Bio), Alex Barnett (Math)
• Greenlite Dartmouth
• Power Grid Security Research with Sean Smith (CS, Trust Lab, Sun Microsystems)

Microsoft

Intern Microsoft Display Advertising Platform (PM)
Full Time Windows Security (Dev)
• I make hackers cry
  • Randomized the Windows Heap
  • TruScan/SAGE
Careers at Microsoft
Microsoft culture

- campus life
- lingo
- schedule
**Development** -- developers write the code. They are in charge of the code's architecture, the performance, the reliability, the security, and getting the functionality into the product.

**Test** -- software design engineers in test insure the quality of the product but more importantly that the product ultimately meets the needs of the customer we set out to meet.

**Program Managers** focus on the big picture of "what are we trying to do" and on the details of the user experience, the feature set, the way the product will get used.

**Product Planning** -- our planners are experts in understanding the market place and understanding what our customers need from software. Planners own research and communicating that research to the product team PMs and to the executives deciding the overall goals of a release.
SDE / SDET Roles

**Development Process**
- Evaluate and Estimate
- Architect and Scaffold
- Construct
- Integrate and Polish
SDE / SDET Roles

**Typical Dev/Test Experience:**

- Part of a small team focused on the customer or technology area
- The opportunity to write the very best code for products used by millions of people
- Access to the best resources to get your job done
- A very strong mentor
SDE / SDET Roles

Skills we are looking for

• Able to foresee what will need to change in the next round without over-architecting the current round
• Debugs other people's code
• Makes the code dance for customers
• Works well with others
• Knows when to say "no" and when to say "yes"
• Humble
SDE / SDET Roles

What’s the difference?

- Devs build things
- Tests break things
Qualities that make a great PM

- Strong interest in what computing can do -- a great interest in technology and how to apply that to problems people have in life and work
- Great communication skills -- you do a lot of writing, presenting, and convincing
- Strong views on what is right, but very open to new ideas -- the best PMs are not necessarily those with the best ideas, but those that insure the best ideas get done
- Selfless -- PM is about making sure the best work gets done by the team, not that your ideas get done.
- Empathy -- As a PM you are the voice of the customer so you have to really understand their point of view and context
- Entrepreneur -- as a PM you need to get out there and convince others of your ideas, so being able to is a good skill
Resume advice

• Sell yourself as fitting the job you desire
  • For example PM:
    • Leadership in a team environment (internships, WISP, TA, drill instructor, tutor, projects)
    • Organization skills
    • Communications skills (papers, presentations, TA, writing awards, debate)
    • Creativity (Entrepreneur, websites, video game, product development)
    • Technical skills

• Less is more
  • don’t put everything you ever did or try to fill the page, it only distracts from the parts that make you shine.

• Everything on your resume is fair game for the interviewer to ask you about.
• If you worked in a team be prepared to talk about and your specific role
• Make your resume standout
  • design
  • personal touches
Interview format

- general Q & A about yourself and resume
  - tell me about a project that you led and challenged that you overcame?
  - what makes you a good PM? (your time to shine)
- design question (PM) coding question (Dev)
- questions for the interviewer
Interview Advice

• show your passion
• be friendly and memorable
• learn about Microsoft products before you walk in & know what interests you
• keep positive after hiccups
• know who the user is
• trust your instincts and first hand experience
• let the interviewer guide the interview