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Technical Interviewing - You're doing it wrong!

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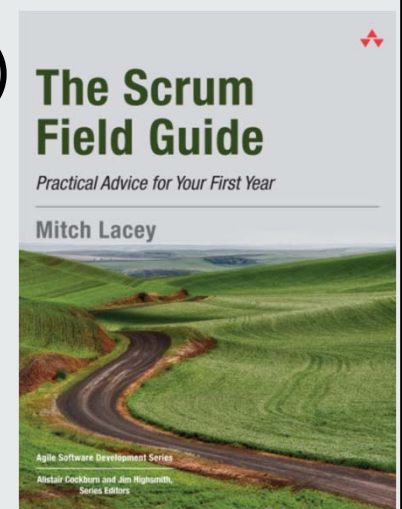
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Mitch Lacey

- Author: *The Scrum Field Guide*
- 15+ years of project management experience
- Former Agile and Scrum Alliance Board Member
- Project Management Professional (PMP)
- Certified Scrum Trainer (CST)
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Jonathan Wanage

- Principal Dev Lead for www.CodePlex.com
- Started with Extreme Programming in 2000
- Conducted over 100 developer interviews
- Believes in the art of recruiting / team building as much as the art of developing software

In This Session, You'll Learn...

- Reasons to change
- How to create a good interview experience
- Common interviewing mistakes
- Modern interviewing techniques

Reasons to Change

- Creates a better forecast of success
- Minimizes costs from bad hires
- Ensures a good cultural fit
- Makes a positive impression on candidates

- Results in better hires, faster and cheaper

Interviewing Fundamentals

- Only three questions:
 - Can they do the job?
 - Will they be motivated?
 - Would they get along with co-workers?
- Importance of an accurate forecast and a positive interviewing experience

Hiring Anti-patterns

- The Riddler
- The Disorienter
- The Stone Tablet
- The Knuth Fanatic
- The Cram Session
- Groundhog Day
- The Gladiator
- Hear No Evil

The Riddler

- Asks puzzle questions to “see how you think”.
 - Why are manhole covers round?
- Problems:
 - Forecast: Too abstract and removed to correlate abilities to job function.
 - Candidate Experience: Are you serious? This company has no idea how to find talent.

The Disorienter

- Asks programming questions with low correlation to job.
 - Write a Sudoku game (never mind that the job does not entail writing games).
 - Others roman numerals, minesweeper, etc.
- Problems:
 - Forecasting: They can write games, but do they have the skills for the job?
 - Candidate Experience: I feel lost and frustrated. How can I show my skills when I'm not being asked about them?

Modern Techniques

- Come up with scenarios that relate more directly to job.
- Think of something the team has done recently and ask candidate how they would have approached problem.

The Stone Tablet

- Uses a whiteboard for programming testing.
- Problems:
 - Forecasting: Whiteboard coding is unnatural, so gives fewer insights into true coding abilities.
 - Candidate Experience: Inadequate means to demonstrate capabilities. Does company still use punchcards too?

Modern Techniques

- Use a computer with a keyboard. Notepad is good, an IDE is better.
- Consider a pair programming session. This will give insights into programming skills, as well as collaboration and cultural characteristics.

The Knuth Fanatic

- The only meaningful questions come out of “The Book” of algorithms & data structures by Donald Knuth.
- Problems:
 - Forecast: Most modern software development requires skills outside of algorithms & data structures.
 - Candidate Experience: Does this company ever interview anyone other than recent college grads? Do they even care about my 10 years of experience, and breadth/depth of skills?

Modern Techniques

- Create a list of skills to evaluate. Divide topics among interviewers, and judge on overall set of capabilities. Examples:
 - Unit testing
 - Design / Architecture
 - Agile Processes
 - Open source
 - Database development
 - Client development
 - Teamwork
 - Conflict Resolution
- Immersive approach, simulate working with the person. Team members & candidate work together to demonstrate capabilities.

The Cram Session

- I know what I want the candidate to say, and if they say it, they get the job.
- Problems:
 - Forecast: They can take a test, but can they do the job?
 - Candidate Experience: I remember this from college. Record the sound bites for playback and I'm golden.

Modern Techniques

- Studying for the interview should not make a difference in passing, only their 10 years of experience should. Otherwise something is wrong with the interviews.
- Use this rule as an evaluation of your questions and approach in interviewing.

Groundhog Day

- Uses the same questions for every interview. Every time.
- Problems:
 - Forecast: Issues with false positives/negatives. Candidate may or may not have the skills; questions aren't tailored to explore.
 - Candidate Experience: I know how to do 70%, but was asked questions in the 30%.
 - Good thing I asked my buddy what questions they ask beforehand so I got the job anyway.

Modern Techniques

- Constantly strive for improvement through experimentation.
 - Every interview should have at least one new thing you're trying.
- Tailor questions to the candidate.
 - Explore what they *do* know versus checking for specific knowledge.

The Gladiator

- It isn't an interview, it is a grueling gauntlet of challenges. Prove your worthiness through our battle for survival!
- Problems:
 - Forecast: Stress interferes with candidates focus. Hopefully severe stress management skills are not mandatory for job.
 - Candidate Experience: Who'd want to work here? What a bunch of jerks!

Modern Techniques

- Don't make the interview a challenge, make it an exploratory conversation.
- Make the context about learning about each other, not proving they can match the challenge.

Hear No Evil

- Never seeks feedback from candidates on interviewing skills.
- Problems:
 - Forecast: Who knows? Forecasting doesn't improve.
 - Candidate Experience: That was painful, someone really needs to show that person how to conduct a good interview.

Modern Techniques

- Send a post-interview survey to all candidates asking for ratings on each interviewer, and general feedback on interviewing experience.
- Collect tips from top rated interviewers to share with lower ranked interviewers.

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Lastly, A Good Outcome

- Candidate should feel like they spent an enjoyable day working at the company--not a day interviewing at the company.
- The company should have an accurate forecast of what would happen if candidate was hired, based on the skills and competencies exhibited.
- Desired culture is reinforced by hiring decisions.

Any questions?



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Thank you for joining us!