# Moving Quickly Inside a Larger Organization

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VP Engineering, UnitedMasters

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#### A little about me

- I truly believe you can't build the right technology if you don't first really understand the customer problem you are solving
- For the past 18 years I've been building tech to solve problems, from very small startups to large companies
- I joined Twitter in 2015 working on Periscope
- I worked on multiple 0 to 1 projects at Twitter, and became very acquainted with the many things that caused Twitter to move slowly

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# Context for today's talk

- In mid 2020, I was tasked with building a team to take a social audio prototype and launch it as quickly as possible Spaces
- We started building the team in November, and launched our first beta on iOS in December.
- With a team of about 40 engineers, we GA'ed the product across all platforms in the beginning of May
- This talk will cover some of the key learnings about how we were able to move quickly, and how it may be useful to you

#### Where do we start?

# Answer the why

# Getting to the why

- You need to understand your customer, and you need to understand (and define!) the problem you are solving
- How is solving this problem going to materially help the business achieve its goals?

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- How is solving this problem going to materially help the business achieve its goals?
- Why is it important to do now?
- Create real (and ambitious) measurable goals that measure if you are making the right progress towards solving that problem

### Build the team

# Building the team

- Find people who are passionate about the problem you are solving, and are excited about the work to come.
- Fine tune your hiring to look for the skills your team needs
- Establish and assign key roles and responsibilities

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- Find people who are passionate about the problem you are solving, and are excited about the work to come.
- Fine tune your hiring to look for the skills your team needs
- Establish and assign key roles and responsibilities
- Make it clear that the requirements for this team are different
- Establish how the team works together as early as possible, and make that a team activity

# How we collaborate with the contract of the co

Collaboration is absolutely critical to finding the best ideas, and you
must make it safe and open for everyone to contribute

# -Ideasocomenfinamiseveryone, abutyweineweriget

- In your area of expertise, you have the final word. All decisions have exactly one approver.
- Always seek collaboration, but not consensus

• When working in a small and nimble team, it is critical for every member to internalize their responsibility in building the product

# If Isomiething doesn't reemright orefully thought out, speak up; draw attention to ut and help figure it out.

 Everyone should be proud of what is being built, and if they are not, do something about it

- This applies to all functions!
- This goes for internal sharing of work to get feedback, but also public relationships to the samplest
- If we are not testing the simplest version as soon as possible, we won't know if we are actually on the right path to solve the problem

# Publish your work in the smallest possible increments

- This applies to all functions!
- This goes for internal sharing of work to get feedback, but also public releases to get real learnings as quickly as possible
- If we are not testing the simplest version as soon as possible, we won't know if we are actually on the right path to solve the problem

#### We are self-reliant

- Reduce dependencies on other teams whenever possible
- Don't be afraid to make changes in other team's codebases if necessary. Communicate why you are doing it!
   We are self-reliant
- Give the team the power to understand and fix as much of the system they rely on

- Being actual users of our product was the fastest way to find issues and make improvements
- Make it part of everyone's work process to use both new features, as well as what is in process. But Brocker Sain points
- Speak to real users if possible!

## Use our products

- Being actual users of our product was the fastest way to find issues and make improvements
- Make it part of everyone's work process to use both new features, as well as what is in production, to discover pain points
- Speak to real users if possible!

- I am a firm believer in the power of having the smallest team size possible to complete the task
- When the Bareakwuphantousmalleragroups, keep breaking up into the smaller broadles and semilar and the semil
- Let the overall collaboration rules serve as a guide, but let people organize how works best for them
- Have established channels for groups to share updates and needs

# 1. Take care of yourself first.

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Yes, that means you, too

# Every challenge is different

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Best of luck!