Twitter Thread by Name cannot be blank



Name cannot be blank
@hackSultan

Here’s a thread of all the tech fields I know you can go into, what to expect, what to learn, and what working in that field would look like?

This thread includes the ones that requires you to write codes and the ones you don’t need to write codes.

They all pay well■■

1. Frontend: On the basics, you’ll be building designs provided by a designer (or yourself). You’ll be coding with HTML, CSS and JavaScript. There’s always a lot of job openings too.

You see all those fine fine website/apps you see. Frontend developers built them.

Big ■■

2. UI designer: Most times, before people who write codes start their work, a designer needs to first design what the website would look like.
UI designers don’t write codes, but they make sure the designs they provide are great. You’ll use @figmadesign and other tools. Big ■

3. Backend: A little bit of HTML, CSS & JS. Just the basics. Your day to day work would be around API (writing codes that connects something to something). You’ll be doing a lot of the coding that keeps the system running.

Working with either PHP/ NodeJS/ Python/ Java etc. ■■

4. Product Manager: Developers and designers are great at building, but not necessarily managing the life cycle. You would not be writing codes here but you’ll be managing the software/webApp that has been built or current being built. You’ll work with people a lot here.
Big ■

5. Quality Assurance/Tester : So QA kinda falls in between writing codes and not. Your major work is to test what the developers are building/built to avoid errors + document it.

You'll be working with tools like Selenium and Cypress.

There's manual and automation testing

6. Motion Design: Generally, you'll be handling the creation and animation of designs. Like all those fine fine ads, you can also do animation movies and comics too.
You'll learn to use softwares like Cinema 4D, Maya, after effects etc.

DSTv cartoon installation video.
Big ■■

7. Digital marketer : You might have the best product, but if no one knows about it, it's useful to no one. Digital marketers are the connections between the company and their audience. Identifying key platforms and areas that'll bring in more users.

Very important field.■

8. Mobile developer : We know platforms have websites, but some also have mobile apps. And people who build these are called mobile devs. You can focus on building for Android or focus on building for iPhones.
Some do both tho. This field pays really well and always in need.■■

9. Technical recruiter : Some companies have in house people who are good with interviewing the right candidates for the job, when they have an open role. If you're great with accessing people fast enough, and you have empathy and you're considerate. No need to write code.■

10. Technical writer : So tech companies have built a tool and they want to teach people how to use it, because most people don't read documents(they're always too broad too). Some companies have writers who write about various feature of the company/app in an engaging way.■

12. Community manager: More companies are now creating a community around their products, if you're good with attracting and managing thousands of people in a coordinated way. Omooo e fit reach 10k community members ooo. You go press your phone tire. But it pays well also.■

13. UX researcher: If you've built an app that increases life span but people don't know how to use it, you might end up shortening users life spans out of frustration.
UX researchers don't write codes, but they make great research and use the data to make better apps.■

14. DevOps : You see, as Twitter is, hardly offline, it's cloud engineers that keep it running. You'll ship & maintain what devs build.
The basics are mostly Shell scripting, CI/CD using Travis CI/Jenkins.
You'll be using @awscloud , @googlecloud , @Azure etc.
■■■■■

Game: Game development is the art of converting concepts and ideas from a storyboard, to a playable and interactive game

You need to understand logic, math and 3d graphics.

Tools like: Unity 3d, Unreal Engine, CryEngine

(No Code - Game Engine) - Godot, Unity 3d game Kit etc■■

See. I don’t remember some right now. So please you’re free to add more to this.

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