Twitter Thread by Flo Crivello



Flo Crivello
@Altimor

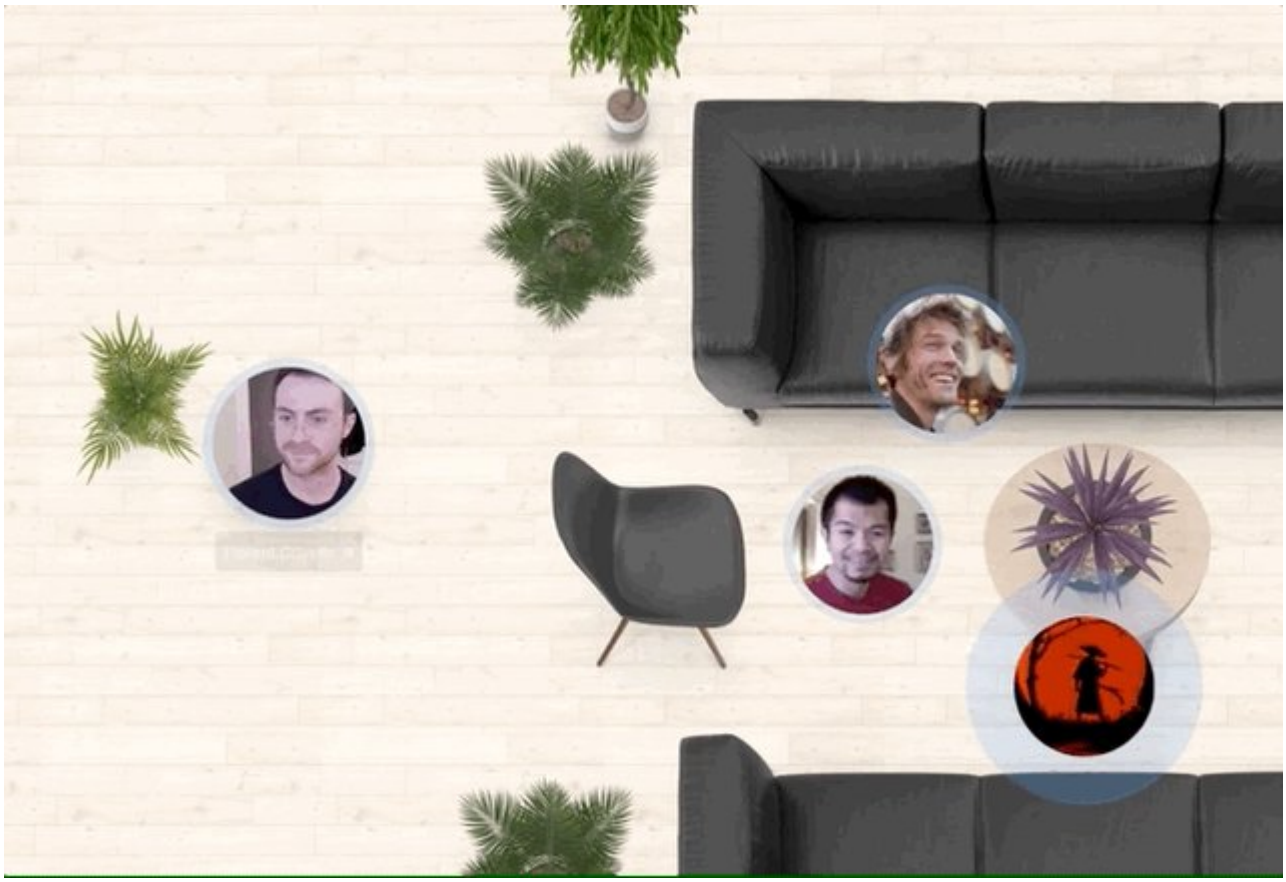
1/ I'm insanely excited to announce what I've been working on for the last year:

Teamflow, a virtual office that makes you feel like a team again. Coming out of stealth and announcing our $3.9M seed round today ■■■

2/ @getTeamflow lets you see your video in an office where your team can hang out.

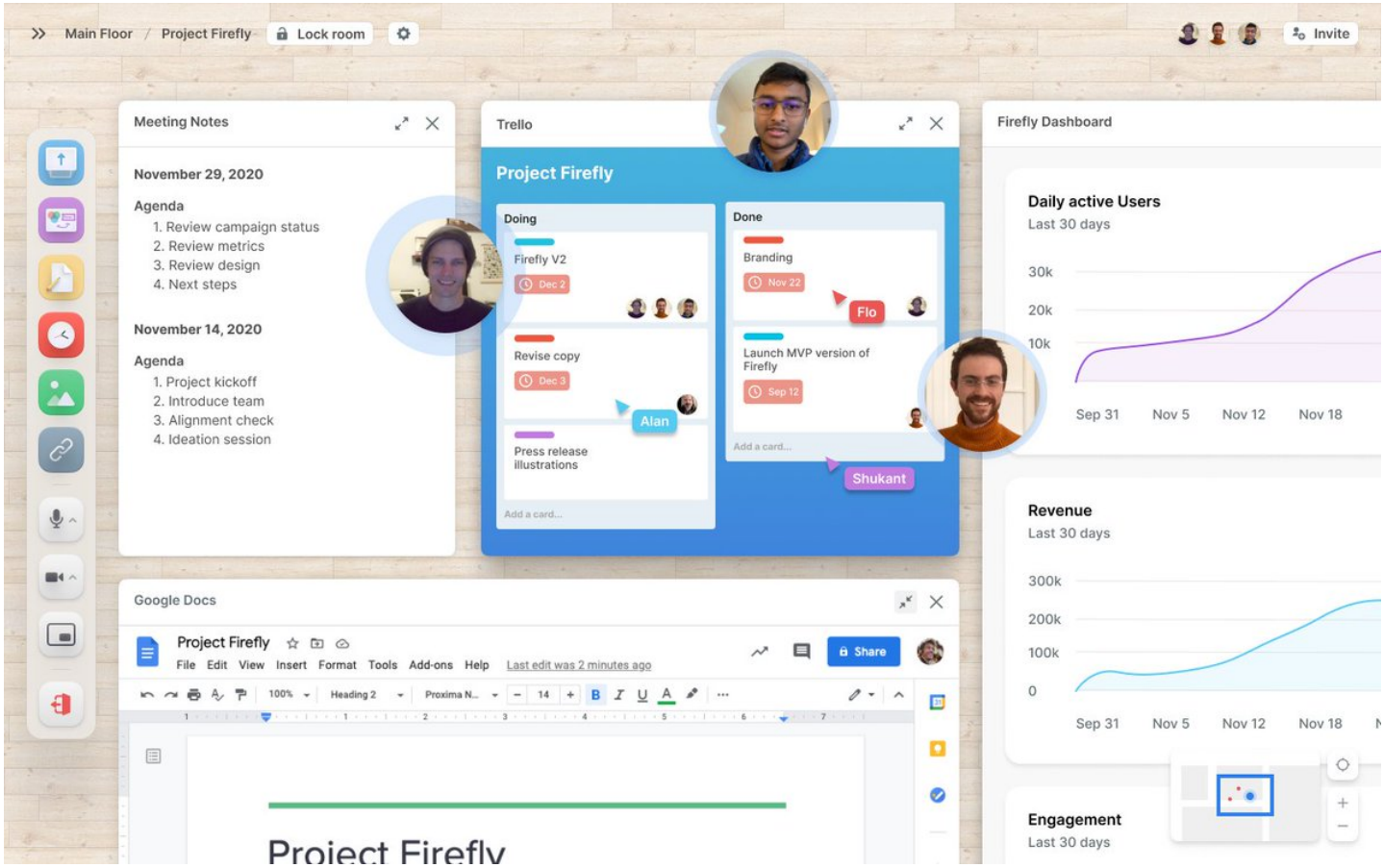
You can move yourself around, and only hear and see people around you.

So when you want to chat with someone, you can just drag yourself over and say hi — no more juggling with Zoom links

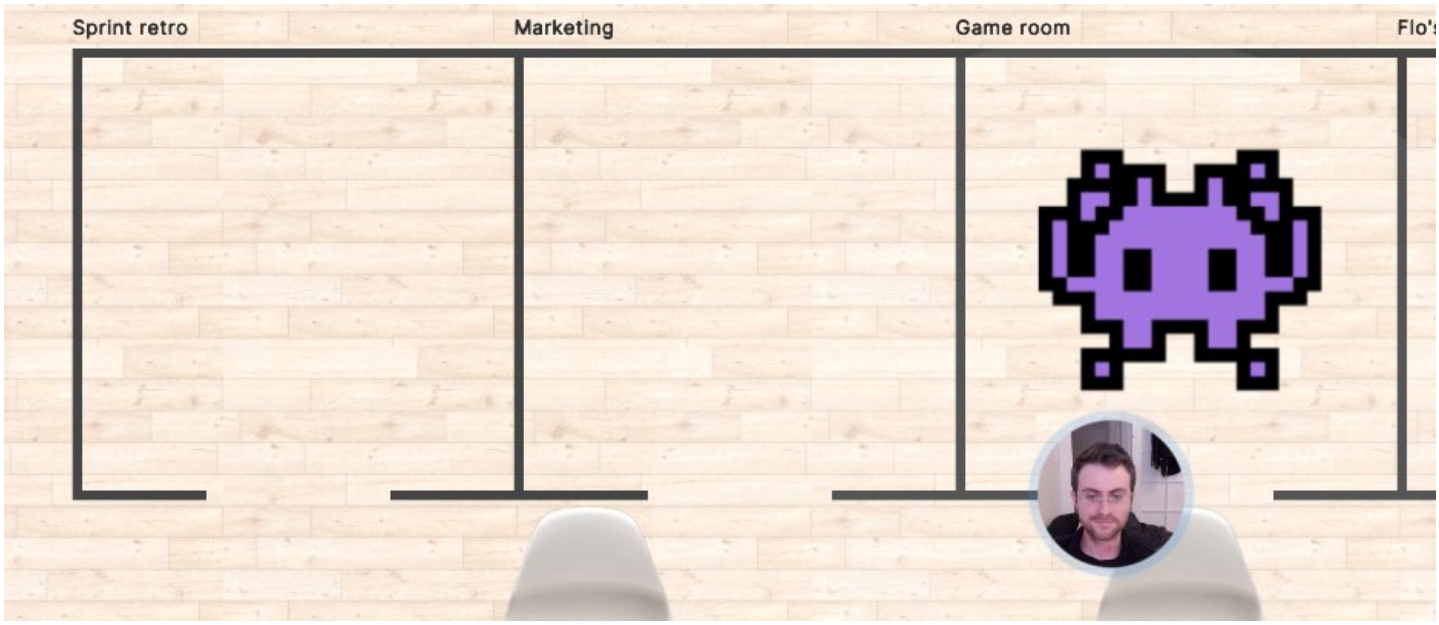


3/ You can also open apps in the space, like Figma, Trello or Google Docs.

Everybody can see and use them together — so you can meet around your sprint board in the morning for standup.



4/ You can customize and furnish meeting rooms, which persist — so you can create:
- one room for a project launch, with tasks, metrics dashboard…
- one room for each 1:1 with your meeting notes
- one game room with a bunch of online games
[- one room to bring them all…]



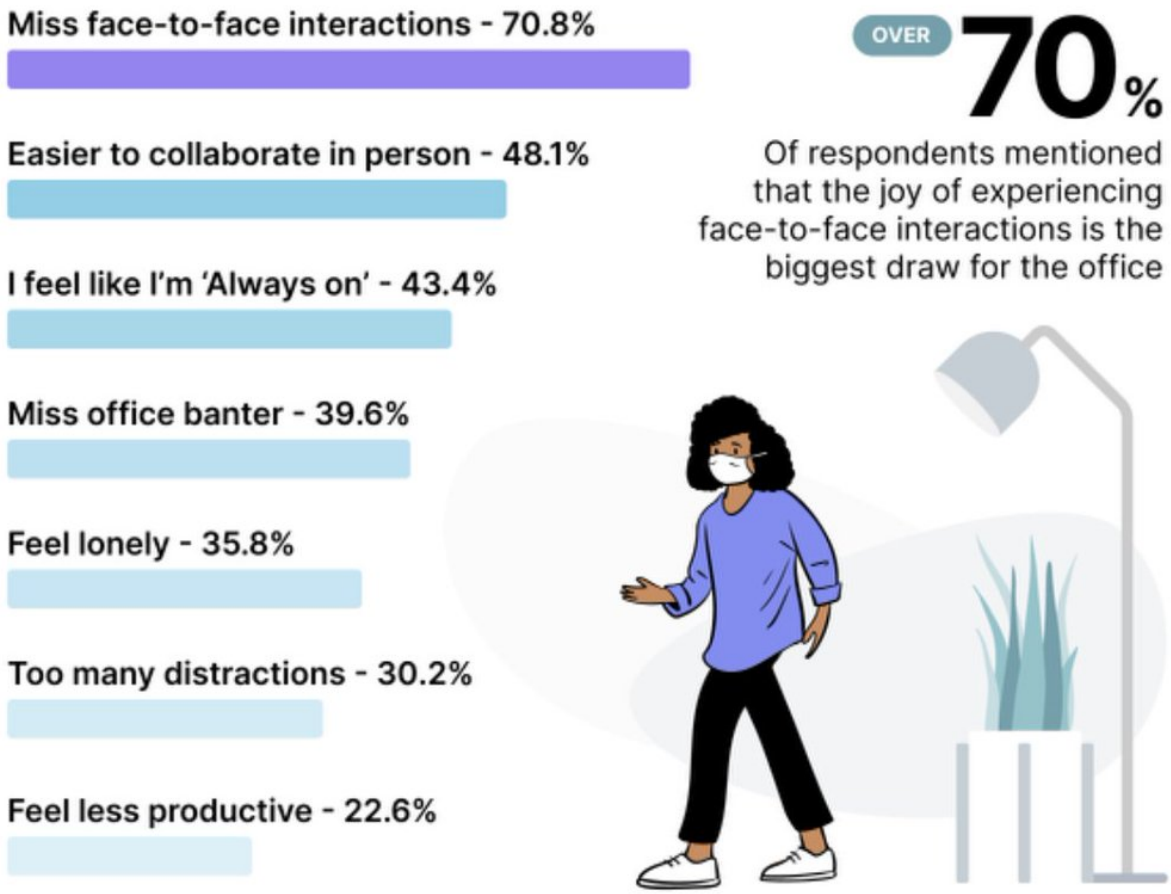
5/ I actually had this idea when my team at Uber had to go remote, and I felt both camaraderie and productivity fall off a cliff.

We had an outage one day. Not my 1st, but remote made this one especially painful — jumping from Zoom to Zoom to coordinate ops, marketing, eng…

6/ I sat back on my seat exhausted at the end of the day, turned around, saw a team having beers right next to me, and realized what we'd been missing. That was in 2018.

Fast forward 2 years, Covid hit, and the entire world is feeling the same pain.

7/ The data is showing this everywhere. Engineers are less productive. Remote workers say they miss face-to-face interactions and the easiness of working together in person.



8/ And on the flip side, there's a mountain of research showing that teams are happier, more engaged, more productive when they can meet in person. https://t.co/BLukQApXav

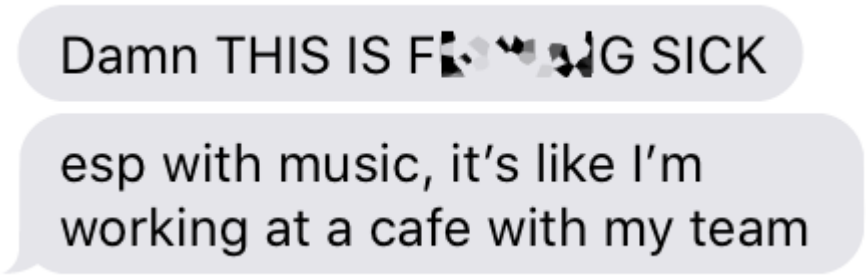
For example, we now know that 35% of the variation in a team's performance can be accounted for simply by the number of face-to-face exchanges among team members. We know as well that the "right" number of exchanges in a team is as many as dozens per working hour, but that going beyond that ideal number decreases performance. We can also state with certainty that in a typical high-performance team, members are listening or speaking to the whole group only about half the time, and when addressing the whole group, each team member speaks for only his or her fair share of time, using brief, to-the-point statements. The other half of the time members are engaging in one-on-one conversations, which are usually quite short. It may seem illogical that all those side exchanges contribute to better performance, rather than distract a team, but the data prove otherwise.

The data we've collected on the importance of socializing not only build on conventional wisdom but sometimes upend it. Social time turns out to be deeply critical to team performance, often accounting for more than 50% of positive changes in communication patterns, even in a setting as efficiency-focused as a call center.

> A downside of remote work is that we can't casually learn from each other they way we could in an office. The effects of such interactions are huge: Lunch meetings between two salespeople where they discussed sales approaches boosted revenues for both by 24% for months after! pic.twitter.com/lPVUaB1YeH
>
> — Ethan Mollick (@emollick) December 11, 2020

9/ After 50,000 hours of meetings on Teamflow's private beta, we think we can make remote work not just as good, but better than in-person.

Users are raving about us — we receive this kind of message every single day. Our latest NPS is 67 (compared to Zoom's 21 per @usefyi)



10/ We brought together a world-class team to build this, honestly the best I've ever worked with — the creator of the world's biggest 2D WebGL library describes 2 of our engineers as "some of the best I have ever worked with" https://t.co/ao5qA8wB8Z

[redacted]

Florent Crivello <flo@huddlehq.io> Sep 9, 2020, 8:48 AM
to [redacted]

Wdyt of him? Would you recommend working with him?

[redacted] Sep 9, 2020, 9:39 AM
to Florent, [redacted]

YES, [redacted] is one of the best i have ever worked with! :D

Florent Crivello <flo@huddlehq.io> Sep 9, 2020, 9:43 AM
to [redacted]

hohohoho

Chat later?



> Spent the last 2 months recruiting 13hrs a day, and it's really paid off. We hired the 1 best designer and 3 best engineers I've ever met \u2014 this is honestly going to be the best team I've ever worked with. This is what my funnel and a normal day looked like pic.twitter.com/kXDy6o65OD
>
> — Flo Crivello (@Altimor) October 2, 2020

11/ Today, we're coming out of stealth, announcing our $3.9M seed, and opening our waitlist — you can sign up at https://t.co/CZeV8rqR0y

I'll see you at the office! :)

Teamflow lands $3.9 million for a productive virtual HQ platform by @nmasc_ https://t.co/UxYrApcET8

Look at the date ■ https://t.co/ui14i9gMpY

> Zoom seems to me like the Hipchat of enterprise video conference: the meh implementation of a very needed product. Who\u2019s building Zoom\u2019s Slack?
>
> — Flo Crivello (@Altimor) December 23, 2018

More than 1,000 signups to the waitlist in an hour!

We're onboarding people as fast as we can — in the meantime, here's a video if you want to see the product in action https://t.co/QfA2lb8U5u