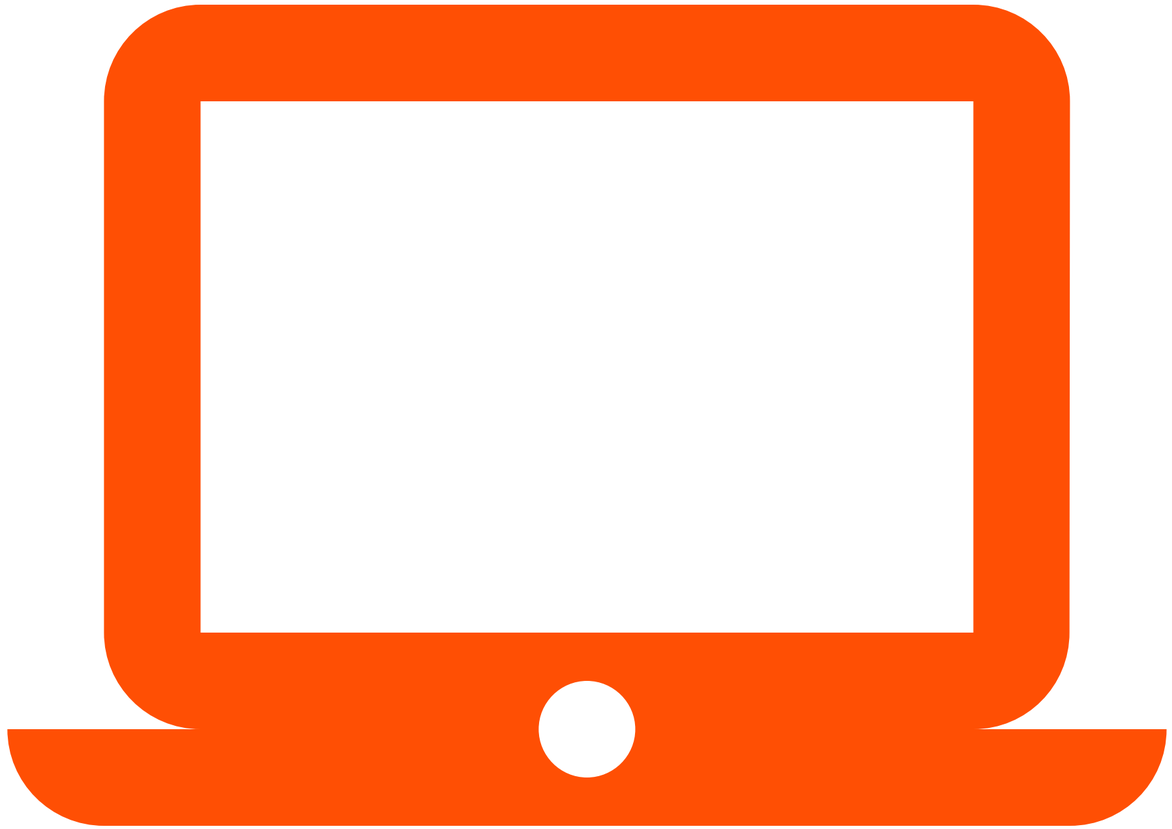
Developer FastTrack. Junior to Mid in 12 months.

Course curriculum

the DEVELOPER Academy

OVERVIEW



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Industry led.

FastTrack your junior developers progression to a confident mid-level developer with The Developer Academy's 12-month, 2 day a month course.

Led by two, current senior developers who've created an industry best practice relevant curriculum covering Version Control, Communication/Specification Writing & NFRs, Estimation, Testing, Infrastructure: Cloud, On Prem, Containers, and much, much more...see the full curriculum below.

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Think like a developer.

There's so much more to being a developer than coding.

Our students learn how to interact with clients, proactively put forward suggested improvements, problem solving, testing, how to complete tasks fairly autonomously and how to accurately estimate and plan work to become confident mid-level developers.

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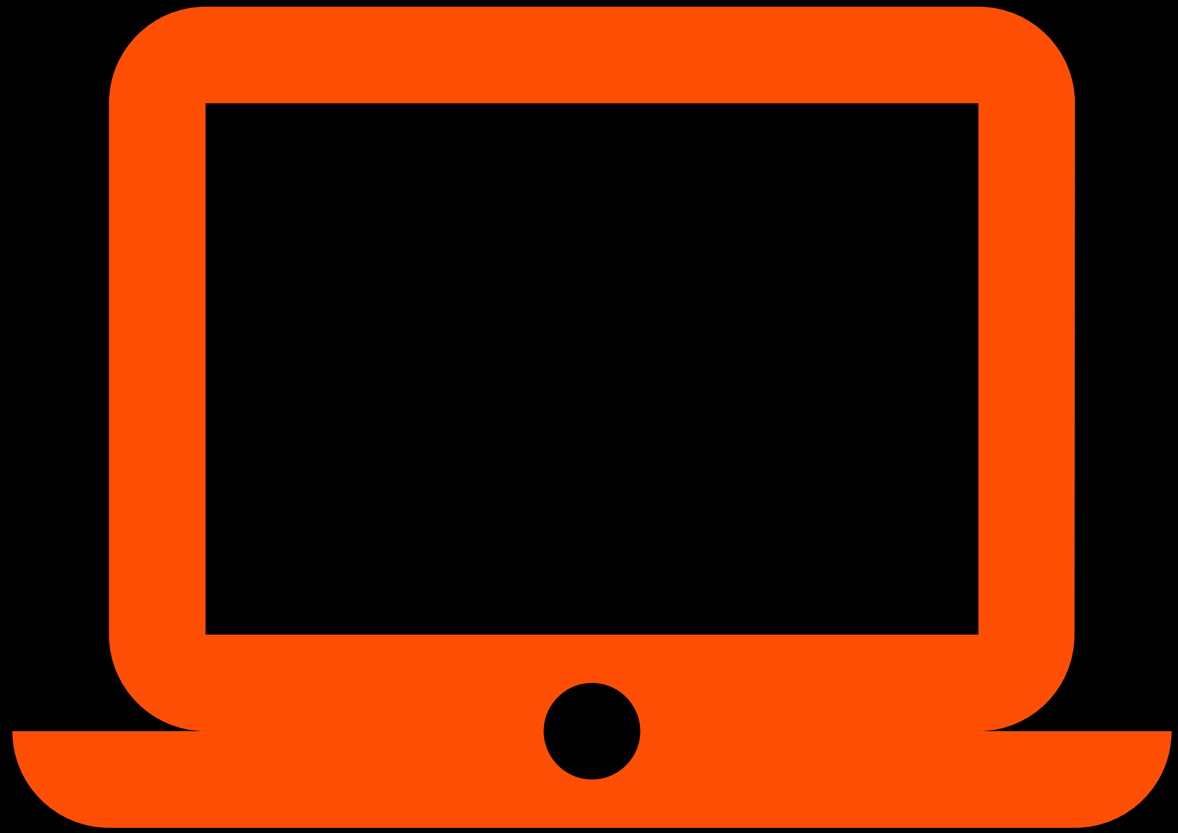
Delivered online. live lessons, anywhere.

Our online Learning Management System is where students access the live sessions, course materials, resources and collaborate with one another.

Students gain life-time access to the platform and all our future resources & tutorials. Some of our alumni also mentor current students, another important skill for developers to master if they wish to become seniors.

CURRICULUM



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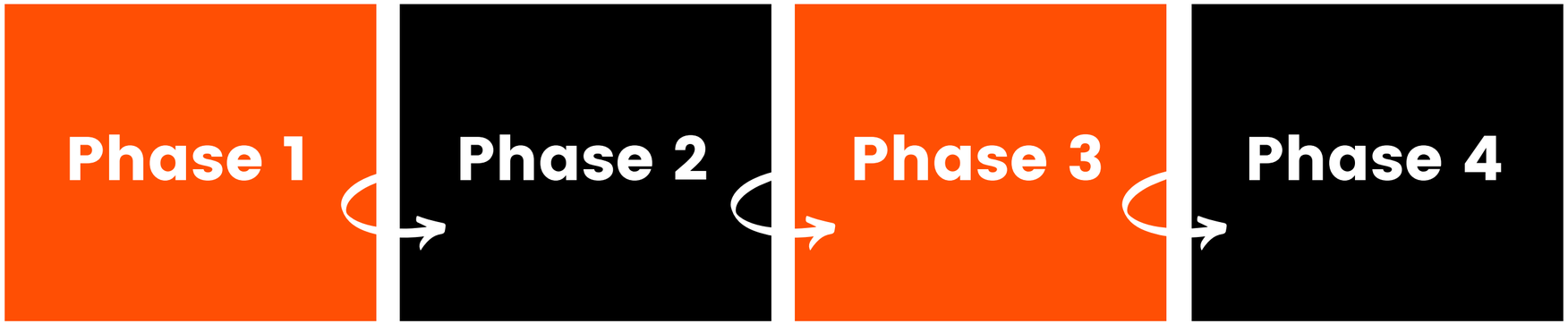
4 core phases.

Our course is structured in to 4 core phases covering Planning, Requirements & Problem Solving, Version Control, Design Patterns & Libraries, Infrastructure, Cloud & Containers, Testing, APIs and Best Practise.



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Phase 1 - Months 1 - 3.

Problem Solving, Planning, SDK / Libraries, Readable Code, Design, Patterns.

During Phase 1, students learn how to breakdown and solve problems methodically. This will focus on elements of using debuggers, breakpoints, logging and other practical tools available to identify and solve problems.

They will also gain a thorough understanding of how to plan out the implementation of work, pick the correct tools/libraries for the task, and utilities.

This knowledge will be blended with the skills needed to write readable and maintainable code, covering design principles and patterns, and helping students understand practical impacts of the size and complexity of the code that they write.

Phase 2 - Months 4 - 6.

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Comms/Spec Writing & NFRs, Estimation, Version Control, Testing, Operating System Anatomy and Deploying Applications, Infrastructure: Cloud, On Prem, Containers

During Phase 2, students will understand the importance of communication within a development team; being able to work in iterations and breakdown own work, to work with others and distribute tasks sensibly, to support peers in problem solving and guide more junior peers through everyday tasks, and produce accurate estimation of work.

Students will also learn the skills needed to write and dissect technical specifications and non-functional requirements, including the processes used to estimate work, build confidence in version control, understanding how to use rebasing, cherry picking, and merge strategies.

We will also touch upon deploying applications and cloud infastructure.

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Phase 3 - Months 7 - 9.

Configuration / Secrets, Common problems: Concurrency, Scheduled Processes, Alternate implementations

During Phase 3 we look at some of the common challenges around developing more complex applications.

We take a look at methodologies for managing configuration and secrets. This Phase also looks at best practice approaches to solving common problems such as Concurrently, Scheduled Processes and the role of alternate implementation in systems with multiple components

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Phase 4 - Months 10 - 12.

REST APIs, Design Patterns, Using Docker for a local dev stack, Performance and Device Testing

During Phase 4, students will learn how to build RESTful APIs, from the basic mechanics of a REST API all the way through to tackling design challenges such as versioning, pagination and HATEOAS principles.

Students will also be introduced to Docker so that they can build repeatable development environments that can be shared with their colleagues. FInally this module will cover aspects of performance and device testing.

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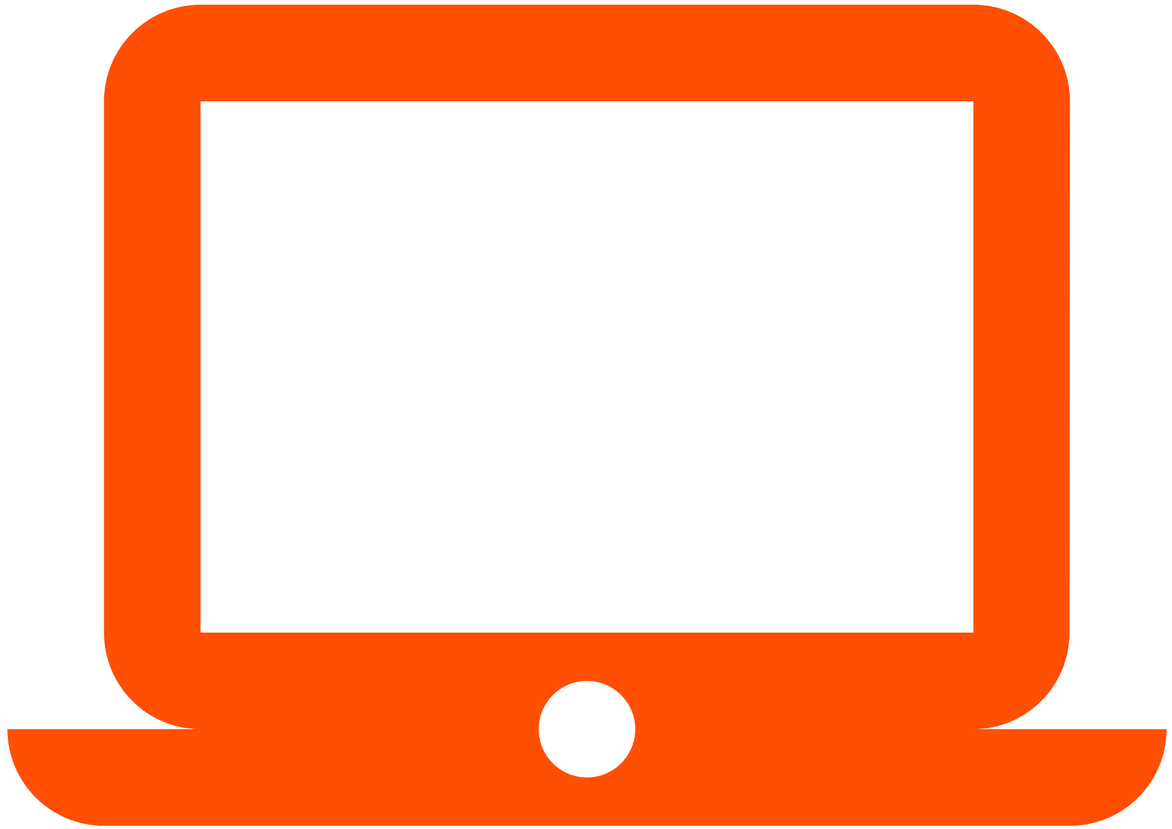
Project based learning.

Throughout the course, teaching is reinforced and validated through several group and individual projects, which engages participants in solving real-world problems and complex questions to develop deep content knowledge as well as critical thinking, collaboration, creativity and communication skills.

INSTRUCTORS



PAUL RIDGWAY

Founder & Director at The Curve

Paul is an experienced Technology Professional and leader, who grows and develops individuals, teams and business functions daily, while maintaining current hands-on software development and engineering skills across a large number of languages and technologies.

Having developed a number of higher level management and people skills that are utilised on a daily basis, Paul maintains an active interest in technology, keeping up-to-date with market trends and regularly exploring technical advances.

CTO & Founder
at The Curve

JAMES RIDGWAY

James is an experienced Software Engineer and Leader of Engineering Teams.

He has worked across numerous technology stacks from android development and web development through to data science analytics and building distributed platforms of microservices.

His approach to engineering is quality focused, with an emphasis on consistency, best practice and technical excellence.Experienced in technical leadership

THANK YOU

We'd love to hear from you, if you would like to know more or have questions please email info@thedeveloperacademy.com or visit thedeveloperacademy.com.