Context and background

- Joined parity nearly a year ago with team count of 40, now 2018 December 70 people - feels there is little difference
- Product owner role, very different to the traditional product owner role ~
- Engineering background, C developer before, product manager & product owner roles before joining Parity.
- When first came to parity, it was made clear that he was not going to be a product manager and there were no product managers.
- Started out in parity as support, doing technical writing, making sure documentation is up to date, fixing the wiki, GitHub issue triage, support to devs on Gitter, diagnosing open issues

Role of product owner

- Some developers in parity are doing product scoping and product marketing themselves
- One developer decided at some point decided to switch up what they he was doing and began doing more technical writing, communications eg. Articles on why wasm? Why rust? Differences of cosmos vs polkadot, etc. He still programs? Not sure but doing a lot more product marketing and communications.
- Recently hired an awesome support person and now focusing more on product development with two products: Parity Fether and Parity signer, two products that have front end user interfaces / are more user facing products of parity
- Role as product owner: trying to make sure the product is going somewhere, making sure there is someone working on it and they are align with the CTO
- Most product owners are developers and often do work on the code
- If the developer feel like they want to work on it then of course they will be guided by product owners, with singling important work to be done and coordinating whatever dev time is dedicated the product
- As product owner, not too different from scrum master but less power and its all about making it attractive to be worked on
- At Parity, many developers know the market and know product well so at Parity there are lots of really smart developers who may need less product management
- (Comment by Peter) Almost like asking developers for a time grant to work on your product as a product owner
- No deadlines or timeboxes for smaller products such as signer and Fether since there are not a lot of dev time being put into it as opposed to polkadot where there often slight more focus on timelines and time pressure
- At the moment, doing some front end development with react despite being product owner
- Works with front end dev, he's is in west coast, he develops during the night, I wake up test his code and debug it and we communicate through GitHub issues, pretty much asynchronously

C-level Management

- CTO Fred, really understands the spirit and culture of the company and does everything to make sure everyone is a fit, understand the culture from day 0 - haven't brought too many Web 2.0 people into the team
- CEO and CTO share managing roles of the whole company, when you are in parity most of the managing you will experience will by by the CEO/CTO
- Fred the CTO said that the developer anarchy will not scale past 100-130 people
- Potentially after that number larger projects are split off into their own company and the anarchy is kept as a think tank

Communications and org structure

- "Most of the time is not spent developing because I not a good developer"
- There are many other roles surrounding development such as devops and support but less than 50% of their time are spent programming and would not be considered as a developer and part of the anarchy
- No designers in parity, maybe some are hired for short contracts
- There are business operations, support, devops and the rest are developers. Most of the company are developers. There are max 5-10 people who aren't developers.
- Rarely has meetings or video calls, last time that has happened was 2 months ago, usually one meeting a month