

AKAMAI SOFTWARE ENGINEER CAREER MAP

September 2015

Project Team: David Gervais, Harish Kammanahalli, Ken Iwamoto, Mike Szydlo, Larry Underhill, Meena Kamath, Mark Van Horn, Oamr Orqueda, David Duff, Alex Martineau

OVERVIEW

This document presents a matrix of Knowledge, Skills, and Abilities that we expect software engineers to demonstrate at different stages in their career at Akamai. The Knowledge section describes what you need to know to be a good software engineer at Akamai. The Skills section describes the situations and the manner in which you apply your knowledge to solve software engineering problems. The Abilities section describes the general, non-technical skills that distinguish effective software engineers at Akamai. The intended audience of this document consists of the managers and software engineers in the Engineering organizations of Akamai.

There are seven career stages (above Associate Engineer) proposed and each is represented by a column in the matrix. By reading vertically, you can narrow in on the set of expectations that define a single stage in the career of a software engineer. By reading horizontally, you can narrow in on the Knowledge or on a single Skill or Ability across all career stages.

As you read horizontally, note that subsequent stages build on top of previous stages so Knowledge, Skills, and Abilities are cumulative. If a particular aspect of an earlier stage is not explicitly mentioned later, it is still relevant in the later stage, unless obviously superseded by a description of a more complex behavior. In a few cases, you will find that the description of a Skill or Ability is blank for a particular career stage. This means that there is no additional growth expected in that stage beyond what has already been described in previous stages.

It is important to note that the distribution of engineers in each level will depend first and foremost on the Knowledge, Skills, and Abilities exhibited by individuals. For the highest two levels of the matrix, Engineering management will form a committee to evaluate the qualifications of candidates proposed for promotion to those levels.



AKAMAI CAREER MAP OVERVIEW SOFTWARE ENGINEER

KNOWLEDGE		Akamai		Te	Technology/Specialty			Product		Cus	Customer								
SKILLS		Scoping	oing Designing		ıg	Programming		Test	Testing Optim		otimization Debugging		ging						
KEY SUCCESS FACTORS	Peer Relationships	Written Communication	Problem Solving	Time Management	Self Development	Listening	Functional/Technical Skills	Creativity	Learning on the Fly	Drive for Results	Dealing with Ambiguity (Senior)	Organizational Agility (Senior)	Decision Quality (Senior)	Priority Setting (Senior)	Customer Focus (Senior)	Intellectual Horsepower (Principal)	Presentation Skills (Principal)	Strategic Agility (Principal)	Interpersonal Savvy (Principal)

ТҮРЕ	SOFTWARE ENGINEER	SOFTWARE ENGINEER II	SENIOR SOFTWARE ENGINEER	SENIOR II SOFTWARE ENGINEER	PRINCIPAL SOFTWARE ENGINEER	SENIOR PRINCIPAL SOFTWARE ENGINEER	DISTINGUISHED SOFTWARE ENGINEER
Position Overview	A Software Engineer at Akamai is an entry level or early career developer who has had formal training or equivalent experience in software development and the aspects of Computer Science relevant to Akamai. A Software Engineer is expected to demonstrate initiative, to learn quickly from Senior Engineers, and to collaborate fully as a member of the development team	A Software Engineer II at Akamai is a developer who has had experience in developing software and has reasonable understanding of building production quality software. A Software Engineer II should be capable of implementing reliable production software and should be able to follow software development practices.	A Senior Software Engineer at Akamai has had professional or academic experience developing complex software, has acquired a solid understanding of how reliable production software is built, and is well versed in the application of Computer Science to solve practical problems.	A Senior Software Engineer II at Akamai has had significant professional experience developing complex and highly reliable software in a production environment. They demonstrate leadership in the design and implementation of complex software systems within their team's area of expertise. They can be entrusted with organizing and communicating effectively with various project stakeholders and can drive the scoping and development of projects independently and across another functional development teams. Senior Software II Engineers are highly regarded within their team as experts on the products and technologies they develop and support.	A Principal Software Engineer at Akamai is an engineer that has extensive professional experience building production quality software and has demonstrated leadership in the design and implementation of complex projects. In addition, they have distinguished themselves from peers by the quality of their work and the breadth and depth of their knowledge of Akamai. Principal Software Engineers are the key leaders in each area of expertise in Engineering.	A Senior Principal Software Engineer at Akamai is an extraordinary engineer at Akamai and at the very top of the industry. They have accumulated a record of accomplishment across several groups of Akamai Engineering, who consistently demonstrates quality, innovation, and a deep understanding of complex systems and the craft of software development.	A Distinguished Software Engineer at Akamai is an engineer whose accomplishments are recognized beyond Akamai, in the broader industry. A Distinguished Software Engineer is also someone who has the experience, presence, and strategic insight to shape Akamai's business and to represent Akamai externally. Distinguished Engineers are rare, with only a handful achieving this title.

ТҮРЕ	SOFTWARE ENGINEER	SOFTWARE ENGINEER II	SENIOR SOFTWARE ENGINEER	SENIOR II SOFTWARE ENGINEER	PRINCIPAL SOFTWARE ENGINEER	SENIOR PRINCIPAL SOFTWARE ENGINEER	DISTINGUISHED SOFTWARE ENGINEER
Knowledge What you need to know to be a Software Engineer at Akamai.	to perform the job. Familiar with a variety of common data structures and algorithms. Understands programming paradigms like Object Oriented Programing. Understands basic database concepts. Understands parallelism and concurrency in software in at least one of these environments: multiprocess, multi-task, multi-thread, or concurrent transactions. Understands basics of software verification aspects like: unit testing, system testing. Aware of current software development processes. Understands basic operating systems concepts. Aware of various configurations and deployment environment.	relative performance of algorithms, using concepts such as worst case, average running times, or Big O notation. Understands component/module level implementation details. Understands different approaches to testing software to verify correct functionality and to characterize performance. Understands how to use application development frameworks, APIs and a variety of common software implementation techniques. Understands advanced features of programming languages and is comfortable in using relevant tools and techniques to aide software implementation.	protocols, dependencies across subsystems, failure modes, and configuration schemes. Specific and deep knowledge, within own area of responsibility, on how components interact to accomplish a broad task. For example, a software engineer in Load Balancing in Mapping needs to understand the cluster of components that contribute to load balancing decisions. Understands in detail how own software serves Akamai customers; in general, how Akamai solves complex customer business problems; and the importance of high quality, in development and systems operations, to the customer experience.	languages, APIs, and relevant software engineering principles necessary to perform the job at a high level without requiring peer oversight to ensure correctness. Makes sound judgments when selecting development frameworks and can clearly articulate the design decisions and motivations in their selections along with how to build, develop, and support quality software efficiently. Understands and can quantify the impacts of complex code changes, design optimizations, or system performance trade-off decisions both within their immediate application and its impact to the overall software system. Understands how their components fit within the Akamai landscape and can diagnose complex interactions they have across multiple cross-domain components throughout the Platform.	Expert programmer who deeply understands programming languages and their implementation. For example, a C++ programmer understands assembly and a Java programmer understands the JVM and bytecode. Understands the performance impact on user code of compiler choices, runtime/library implementations, the file system, the network stack, and the virtual memory system. Understands the source code of critical libraries and application development frameworks in use within their area. Understands enough of the components running across systems on relevant Akamai networks to track an interaction that traverses through major subsystems. Expert at leveraging or enhancing existing Akamai tools and infrastructure. Understands details of customers' business problems in several market spaces and how Akamai's technology can help.	Expert software designer who can be trusted to take the most complex projects through the Akamai cycle of design, implementation, and operationalization. Understands the evolution of industry software development practices and their impact on Akamai's engineering efforts. Immersed in Akamai's industry and aware of industry trends that affect Akamai's business and its customers.	Displays a deep understanding of Akamai business and technology and the implementation of Internet-scale systems.

ТҮРЕ		SOFTWARE ENGINEER	SOFTWARE ENGINEER II	SENIOR SOFTWARE ENGINEER	SENIOR II SOFTWARE ENGINEER	PRINCIPAL SOFTWARE ENGINEER	SENIOR PRINCIPAL SOFTWARE ENGINEER	DISTINGUISHED SOFTWARE ENGINEER
Skills Broad skills that distinguish effective Software Engineers at Akamai	Scoping and Designing	more experienced developer/lead or manager. Actively participates in sizing and estimating development tasks. Able to manage various development environments with guidance.	Designs components, often with the help of senior members in the team, with focus on reliability and balances often competing objectives: fulfilling customer requirements, efficiency and performance, ease of use, consistency in APIs and ease of implementation. Writes effective design documents that are comprehensive and clear.	Designs deal gracefully with large-scale systems issues, such as changes in network topology, coherency, consistency, partial failures, oscillations, or resource scheduling in the face of unexpected capacity constraints. Avoids over-engineering by assessing trade- offs across the entire design spectrum, including speed vs. quality, rigor vs. agility, time-to-market vs. reliability, and full functionality at once vs. incremental releases. Incorporates an understanding of Akamai's costs of doing business – including network and operational – into designs. Designs include thorough provisions for software rollout including version skew across the network and impact of new features on the installed user base and operationalization – such as ongoing maintenance, controlled enabling/disabling of features, NOCC alerts, long term monitoring – all of which are key elements to the success of a system at Akamai. Writes design documents that describe the full context of a solution, including business and technical motivations and risk assessments. Provides valuable feedback to peers during	Arch Group review or similar peer group/process. Able to exercise sound judgment and push back on peers or management constructively to offer technical guidance and alternatives on poorly defined or ill-scoped projects and requirements. Understands impact of design decisions and feature requests beyond just their specific component, application, or immediate deliverable; capable of placing design and implementation details in the context of Akamai's overall business needs and can coordinate development across functional teams with little to no management or technical oversight. Able to effectively drive and execute on a team's roadmap; can dissect high-level requirements into quantifiable and deliverable software products. Demonstrates the ability to coordinate large complex tasks across the team and can drive and lead development efforts beyond their individual code contributions. Provides mentorship for other engineers; Acts as a facilitator when communicating across groups and offers insightful design and technical feedback and solutions that leverage both industry-standard technical knowledge and the specifics of Akamai's infrastructure, tools, and frameworks. Capable of working with management and architects to shape business needs and technical solutions to those business needs by gathering support across the company	Works proactively with requestors to guide the process of clearly defining the business problem, refining a request, and articulating a full technical solution. Anticipates the needs of the market with specifications for products and features that can keep Akamai on the forefront of technology. Designs entire subsystems or groups of components following Akamai architecture group design guidelines. Incorporates knowledge of Akamai's organizational structure into designs. For example, a design that spreads responsibility for a system across many groups is likely to be more brittle than one requiring fewer groups to collaborate. Writes design documents with great clarity and completeness such that they are used regularly by peers and tech writers as references, and by others across Akamai for general insight. Mentors others to ensure that their specs, designs and implementations take into consideration the full technical and business aspects of a request, with functionality that fits into the overall approach for a system or component.	Designs network- scale systems following Akamai architecture group design guidelines. Incorporates knowledge of 3-5 year technology trends to ensure that Akamai systems scale, perform, and meet customer needs over the long term.	Designs Internet scale systems or architectural frameworks to support new businesses at Akamai following Akamai architecture group design guidelines. Writes design documents suitable for audiences outside of Akamai, including the broader industry, standards bodies, and customers.
				design reviews.	and strengthening the technical merit of their proposals.			

				1			
ТҮРЕ	SOFTWARE ENGINEER	SOFTWARE ENGINEER II	SENIOR SOFTWARE ENGINEER	SENIOR II SOFTWARE ENGINEER	PRINCIPAL SOFTWARE ENGINEER	SENIOR PRINCIPAL SOFTWARE ENGINEER	DISTINGUISHED SOFTWARE ENGINEER
Skills (cont.)	Strives to produce the simplest, most		Chooses appropriate programming languages	Understands low-level	Can be counted on to write	Positively impacts	
	readable code possible, including goo		and application development frameworks for	interactions, implementations,	production quality code in	any codeline at any	
Broad skills	abstractions, well-defined interfaces,		each development project.	and implications of using various	the first version of a system	time.	
that	meaningful variable names and a clea			program languages, system calls,	intended for customer use.		
distinguish	decomposition into files in the source		Builds libraries containing common code,	and relevant application		Identifies new	
effective	control system.	Avoids re-implementing existing	growing them over time and sharing them	frameworks or libraries for each	Organizes large bodies of	methods to build	
Software		functionality by building on available	with peers.	development project.	code to simplify maintenance	and deploy	
Engineers at	Follows the Akamai Software	libraries/APIs, using common design	T. C		and to streamline	reliable software	
Akamai	Development Lifecycle and knows ho	1	Refactors software components judiciously,	Capable of recommending and	compilation.	at Akamai and	
	to use tools relevant to releases, such a		balancing code cleanliness and	driving code changes or feature	T 1 1	advocates for	
	Bart, Bugzilla/Jira, Akamake, the Buil		maintainability with business objectives, such	enhancements in underlying	Implements code so that	processes that can	
	System, and Netdeploy.	Improves code handoff to stakeholders	as time-to- market.	frameworks or libraries relevant to their components, but owned	incremental performance	improve	
	Identifies and implements error	using appropriate tools and techniques to	Develops code that is consistently fault	by other teams or independent	improvements do not require	Engineering-wide	
	checking, exception handling and	convey complex design or use case scenarios.	tolerant and secure by coding defensively and	third-parties, with the end-result	extensive rework.	product quality.	
	logging.	scenarios.	by using the wide variety of practices and	of improving the overall quality	Recognizes when large-		
	logging.	Implements substantial error checking in	mechanisms available at Akamai, including	of Akamai software and systems.	scale refactoring is		
	Creates documents to help	own code, including handling the failure	message safety checks, KMI, crash rejection,	of Akamai software and systems.	necessary for the evolution		
	maintainability, readability and code	modes of libraries or components on	leader election, health checks, and alerts.	Understands and communicates	of a subsystem, advocates		
	handoff.	which that code depends.	reader election, nearth electes, and theres.	when a re-write or large scale	for the effort, and		
	handoff. Develops code, fixes with proper comments, test scenarios	which that code depends.	Makes effective judgments about when to	factoring is prudent to advance	articulates well how the		
	B Develops code, fixes with proper	Implements components so that	extend existing systems, build new software	items on a roadmap.	benefits surpass the cost.		
	comments, test scenarios	debugging, error checking and	internally, buy third-party code, or use open-		benefits surpuss the cost.		
	P. P.	sustenance can be managed by other	source, including the licensing impacts of	Mentors other Engineers by	Takes a leading role in code		
		groups (for example, Platform	using code from outside of Akamai.	providing feedback, design	reviews, of own code or		
		Operations or GSS) using common		advice, comprehensive code	others' code, to ensure that		
		Akamai tools like MapNOCC and	When relying on code from outside of	reviews, or domain-specific	systems are evaluated not in		
		ADMS.	Akamai, incorporates operational aspects of	coaching relevant to their areas of	isolation but in the broader		
			that code such as patch cycles into the	expertise.	context in which they will		
		Understands and demonstrates	implementation and operation of the system.		operate in production.		
		capabilities to review component level		Able to assess how business			
		code, effort estimation.	Able to dive in quickly into unfamiliar code	decisions will affect a codeline	Invests time in mentoring		
			to assist others and to make improvements,	and can balance time, resources,	other engineers in all aspects		
		Plays active role in SDLC processes by	including code for third party frameworks or	and effort appropriately.	of software development.		
		providing adequate and timely status	libraries.				
		updates.	TT 1		Drives for change to		
		W	Updates code quickly when required by time-		development conventions		
		Writes clear and concise documents for	critical scope changes.		and processes to improve the		
		the component implementations.	Recognizes that peer code reviews are critical		efficacy of Akamai		
			to software quality, and takes the initiative to		development while		
			be an active participant in the code reviews		maintaining high quality.		
			of others.				
			or onicis.				

ТҮРЕ		SOFTWARE ENGINEER	SOFTWARE ENGINEER II	SENIOR SOFTWARE ENGINEER	SENIOR II SOFTWARE ENGINEER	PRINCIPAL SOFTWARE ENGINEER	SENIOR PRINCIPAL SOFTWARE ENGINEER	DISTINGUISHED SOFTWARE ENGINEER
Skills (cont.) Broad skills that distinguish effective Software Engineers at Akamai	Testing	Develops recommended test cases, and implements and performs unit tests consistently. Diligent about not introducing regressions in own code.	Augments code with hooks or instrumentation for diagnostics, monitoring and debugging. Collaborates closely with QA to produce clear test plans that include negative test-cases, validations, identifies cornercases, develops recommended test cases, and performs unit tests consistently. Rarely introduces regressions in own code.	Tests sufficiently to avoid simple, preventable bugs in new code and approaches zero on regressions in existing code. Develops thorough and largely automated test suites for functional and regression testing, including negative test cases to ensure that error checks work properly. Partners with QA, writes detailed testing plans if appropriate, deployment plans and procedures for Operations, and maintenance plans for fellow Engineers. When working as part of a team, advocates diligence in testing to peers and focuses on finding bugs in own code before these affect others' code. Assesses the severity of bugs found during testing and makes good recommendations to Managers or more experienced Engineers about what needs to get fixed now and what can wait until later.	Demonstrates sound judgment in determining the level of risk associated with rolling-out new, business critical software features; has mitigation plans in place and capable of quickly reacting when bugs, performance problems, or test failures are encountered. Creates tested, quality, and comprehensive test harnesses that provide significant code coverage across their components. Advise and partner with QA team and other groups to update regression and functionalized tests.	Demonstrates sound judgment when determining that large software projects have achieved production quality. Supports that judgment with objective data, such as test failures, open bug severities, test coverage percentages, regression rates, bug open/close rates, or changes past release milestones. Bugs that appear in own code are the result of truly complex software interactions and not the result of sloppiness or improper testing. Leads, advises, or cooperates with QA on creating test infrastructure and automation to replicate the complex environment Akamai software faces in production, including testing of multi-component or network-scale systems.		

ТҮРЕ		SOFTWARE ENGINEER	SOFTWARE ENGINEER II	SENIOR SOFTWARE ENGINEER	SENIOR II SOFTWARE ENGINEER	PRINCIPAL SOFTWARE ENGINEER	SENIOR PRINCIPAL SOFTWARE ENGINEER	DISTINGUISHED SOFTWARE ENGINEER
Skills (cont.) Broad skills that distinguish effective System Software Engineers at Akamai	Optimization	Design and implement code with efficiency and time in mind. Able to quantify code performance and identify potential bottlenecks.	Proposes and implements local performance improvements: to one or several functions or within the scope of a software module. Uses empirical methods and tools, including profilers, static/dynamic analyzers, database explain plans, and debuggers, to characterize software performance. Avoids basic performance pitfalls in parallel or concurrent code, such as lock contention or thread-safety violations.	Identifies opportunities for optimization across an entire program, beyond a function or module. Uses good judgment to set down performance targets for software, focusing on critical use cases that must be fast, and avoids the trap of premature optimization in cases where software is performing within spec. Establishes procedures to track the long term performance evolution of a software system, so that performance degradations don't result in unexpected surprises.	Collects performance metrics from deployed systems to help inform design decisions and optimizations on the product line in future revisions. Capable of applying mathematical rigor in predicting deployed performance, scaling enhancements, or system availability at a large scale; Able to turn this analysis into quantifiable and measureable improvements in future revisions. Optimizes parallel/concurrent code and develops frameworks such as thread-safe libraries, for others to write safe, efficient programs.	including across components, based on algorithmic sophistication and large system experience. Finds OS-dependent performance problems using system level profiling tools. Consulted as a resource when others have performance problems in their code.	Can untangle the most complex performance interactions across the entire software/hardware stack: user code, runtime systems, virtual machines, OS, devices and microprocessor arch.	

ТУРЕ	SOFTWARE ENGINEER	SOFTWARE ENGINEER II	SENIOR SOFTWARE ENGINEER	SENIOR II SOFTWARE ENGINEER	PRINCIPAL SOFTWARE ENGINEER	SENIOR PRINCIPAL SOFTWARE ENGINEER	DISTINGUISHED SOFTWARE ENGINEER
Skills (cont.) Broad skills that distinguish effective Software Engineers at Akamai Q	Finds deterministic logic errors in own code with little assistance. Uses basic debugging tools and techniques, such as debuggers and leak checkers, to speed up finding the causes of bugs.		Reliably diagnoses bugs in complex concurrent/parallel code. Helps others debug their code.	Can diagnose problems across the software and network stack, OS, libraries, and other relevant subsystems; Able to identify reproducible test cases and work with SMEs to resolve problems effectively and efficiently. Demonstrates a calm, focused approach to finding the source of problems in production systems, especially in high- pressure incident situations. Develops debugging tools/frameworks useful for specific use cases or advises QA on what tools to build.	Can trace bugs across the entire software stack, including into the OS, libraries, virtual machine, and compiler if necessary. Demonstrates a calm, focused approach to finding the source of problems in production systems, especially in high-pressure incident situations. Develops debugging tools/frameworks useful to others or advises QA on what tools to build to help overall productivity.	Trusted as a resource for the most difficult debugging problems, across groups and possibly unfamiliar code bases.	

ТҮРЕ		SOFTWARE ENGINEER	SOFTWARE ENGINEER II	SENIOR SOFTWARE ENGINEER	SENIOR II SOFTWARE ENGINEER	PRINCIPAL SOFTWARE ENGINEER	SENIOR PRINCIPAL SOFTWARE ENGINEER	DISTINGUISHED SOFTWARE ENGINEER			
Key Success Factors	Drive for Results	Can be counted on to exceed goals successfully	; is constantly and consistently one of the top	performers; very bottom-	line oriented; steadfastly pu	shes self and others for r	results.				
Competencies needed to be successful in the role	Problem Solving	Uses rigorous logic and methods to solve diffic stop at the first answers.	ult problems with effective solutions; probes	all fruitful sources for ansv	wers; can see hidden proble	ms; is excellent at hones	t analyses; looks beyo	nd the obvious and doesn't			
	Functional/Technical Skills	Has the functional and technical knowledge and	d skills to do the job at a high level of accomp	lishment.							
	Creativity	Comes up with a lot of new and unique ideas; e	asily makes connections among previously ur	nrelated notions; tends to b	be seen as original and value	e-added in brainstorming	g sessions.				
	Time Management	me Management Uses his/her time effectively and efficiently; values time; concentrates his/her efforts on the more important priorities; gets more done in less time than others; can attend to a broader range of activities.									
	Self Development										
	Listening	Practices attentive and active listening; has the restate the opinions of others even when he/she	patience to hear people out; can accurately disagrees.								
	Peer Relationships	Can quickly find common ground and solve p can solve problems with peers with a minimu encourages collaboration; can be candid with	m of noise; is seen as a team player and is coo								
	Written Communication	Is able to write clearly and succinctly in a variety		-							
	Learning on the Fly	Learns quickly when facing new problems; a re improvement; experiments and will try anything structure									

ТҮРЕ		SOFTWARE ENGINEER	SOFTWARE ENGINEER II	SENIOR SOFTWARE ENGINEER	SENIOR II SOFTWARE ENGINEER	PRINCIPAL SOFTWARE ENGINEER	SENIOR PRINCIPAL SOFTWARE ENGINEER	DISTINGUISHED SOFTWARE ENGINEER				
Key Success Factors	Dealing with Ambiguity			Can effectively cope with change; can shift gears comfortably; can decide and act without having the total picture; isn't upset when things are up in the air; doesn't have to finish things before moving on; can comfortably handle risk and uncertainty.								
Competencies needed to be successful in the role	Organizational Agility			Knowledge about how organizations work; knows how to get things done both through formal and the informal network; understands the origin and reasoning behind key policies, practices, and procedures; understands the cultures of organizations.								
	Decision Quality			Makes good decisions (without of and suggestions turn out to be co			lysis, wisdom, experience, and jud or advice and solutions.	gment; most of his/her solutions				
	Priority Setting			Spends his/her time and the time or hinder accomplishing a goal;		v and puts the trivial many aside; o	can quickly sense what will help					
	Customer Focus	Is dedicated to meeting the expectations and requirements of internal and external customers; gets first-hand customer information and uses it for improvements in products and services; acts with customers in mind; establishes and maintains effectives relationships with customers and gains their trust and respect.										
	Intellectual Horsepower					Is bright and intelligent; deals wintellectually sharp, capable, and	vith concepts and complexity comf d agile.	ortably; described as				
	Presentation Skills				e, small and large groups, with de the organization, on both d can manage group process thing isn't working.							
	Strategic Agility					knowledge and perspective; is f	te future consequences and trends uture oriented; can articulately pai can create competitive and breakth	nt credible pictures and visions				
	Interpersonal Savvy						p, down, and sideways, inside and tructive and effective relationships ons comfortably.					