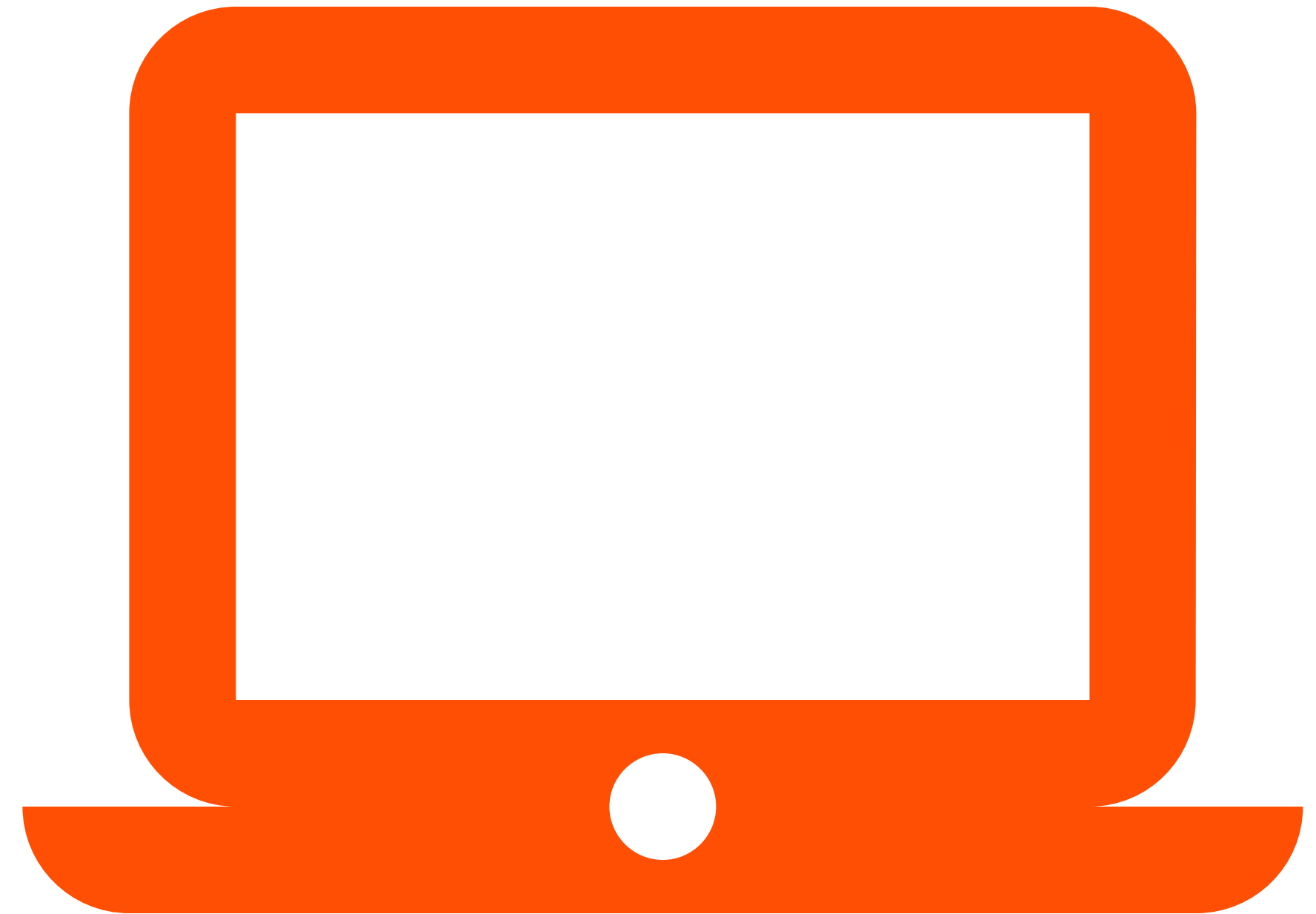


Part Time Software Developer Bootcamp.

Retrain as a developer in 24 weeks

OVERVIEW



Industry led.

The Developer Academy curriculum is led by the industry, we only teach the skills employers actually want and spend a lot of time speaking to those employers to ensure our curriculum is up to date.

During the course, our students learn how to build robust and beautiful web and software applications by themselves, collaboratively in a team remotely using Github and Git, and adopt the technical best practices followed by successful tech companies.

Think like a **developer**.

By teaching programming principles, key Computer Science Principles and solutions not syntax, we teach students how to problem solve and think like a developer.

By the end of the course, students are able to learn a new programming language, framework or application by themselves, which is extremely important in the fast-paced environment of development.

Much more than **coding**.

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

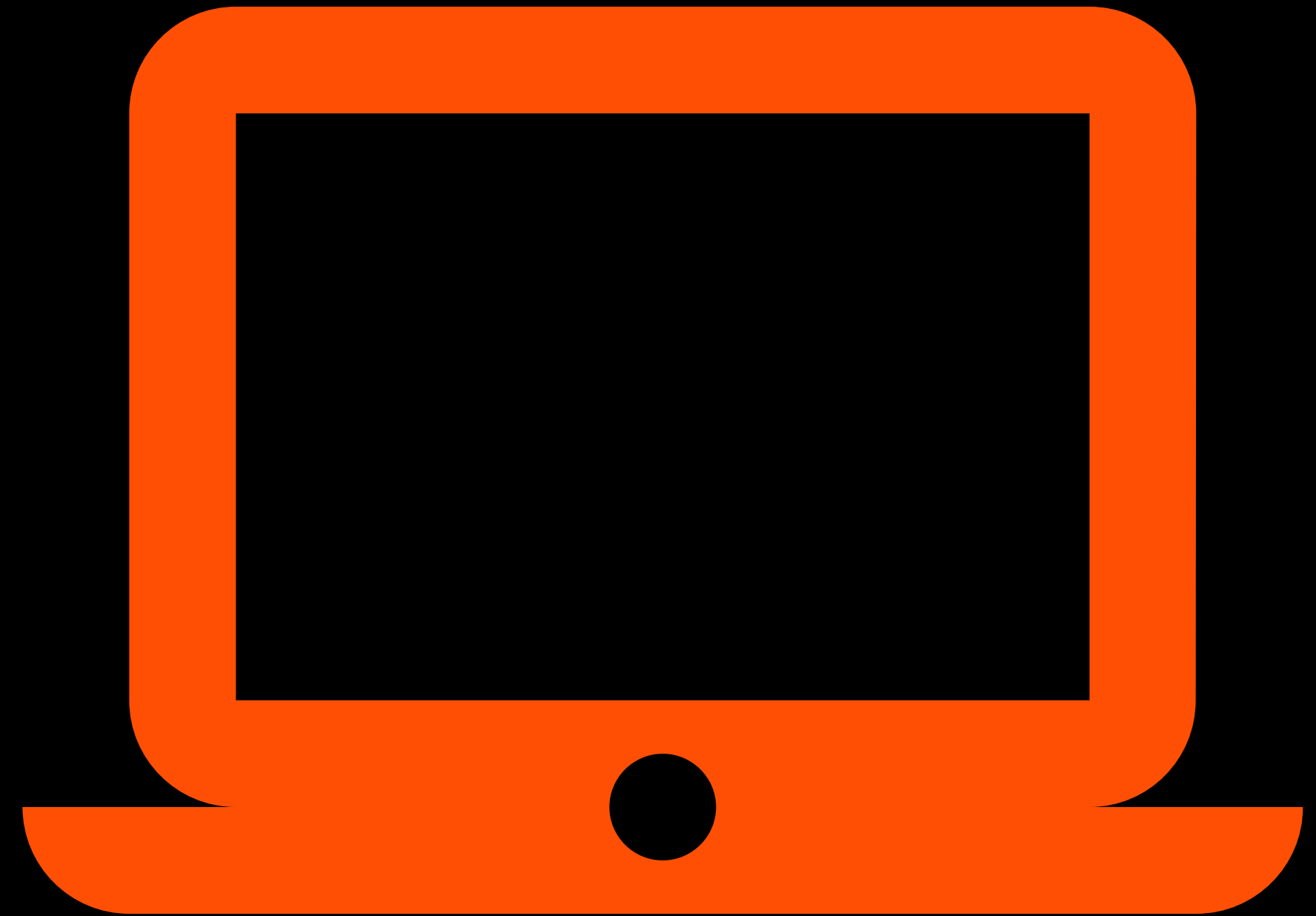
Our students learn pair-programming, Test Driven Development (TDD), UX design principles to build features users actually want, UI design skills to make intuitive interfaces, Agile methodologies and best practices, and collaboration skills to work in a tech team with the correct workflows.

Beginner or already know how to **code**.

Whether complete beginner or already started to code, our courses are designed for everyone. That's why we start with the fundamentals, the basics, because this is where you learn how to programme properly.

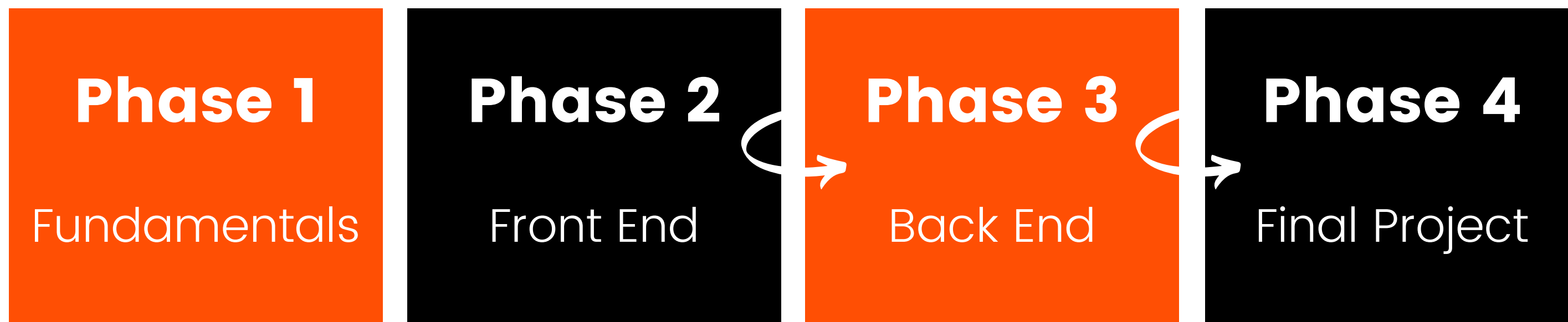
Each class is limited to 10 students so you can ask questions and receive real-time feedback from the instructor.

CURRICULUM



4 core **phases**.

Our bootcamp is structured in to 4 core phases plus some preparation work to make sure they can dedicate the required 20 hours a week of study.



Phase 1 – Fundamentals.

Week 1-6

First, we give students a solid understanding of the fundamentals and best practices of programming. We cover test-driven development, pair programming, object-oriented programming and a range of other core tools and workplace practices.

Phase 2 – Front End.

Weeks 7-12

Next, it's front end. Our students learn about the DOM and how to make websites with HTML, CSS, JavaScript and React – the most in-demand front-end framework.

Our students also learn about UX, peripheral technologies and testing front-end applications.

Phase 3 – Backend.

Weeks 13–18

JavaScript can be run both on the front and back end, in this phase our students learn how to use Node.js to run code for the back end, and focus on ways of dealing with asynchronous programming.

Students learn APIs, Databases, Express, SQL and MongoDB. They also expand on their front end knowledge and deploy applications to the cloud!

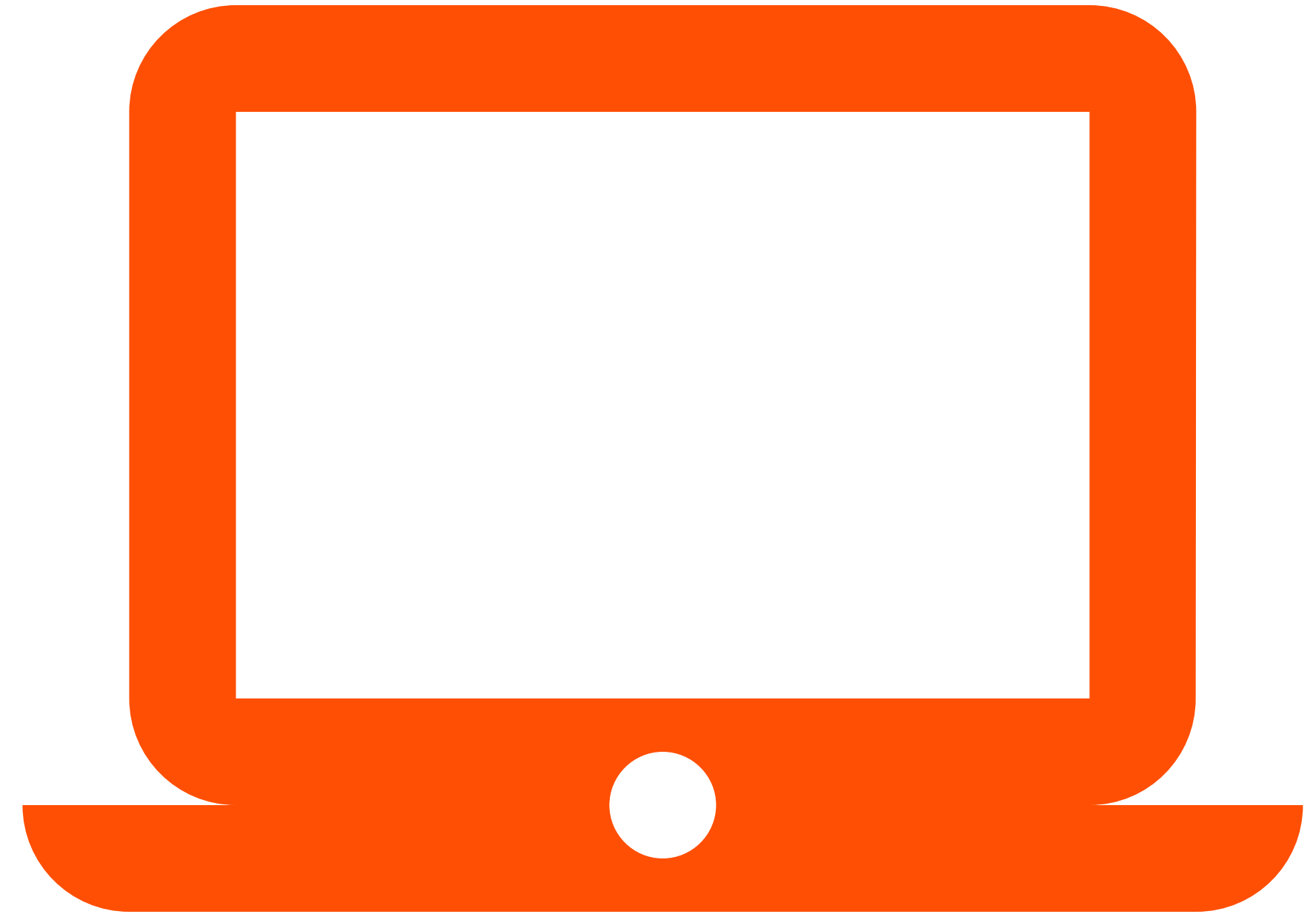
Phase 4 – **Final project.**

Weeks 19–24

Students build projects throughout the courses, some for their portfolio and others are to cement their knowledge of particular subjects or frameworks.

The final phase is dedicated to a Final Project where students work in teams using Agile principles to get hands on with a real, green-field team project. There's no better way to consolidate and extend your knowledge and prove what you can do.

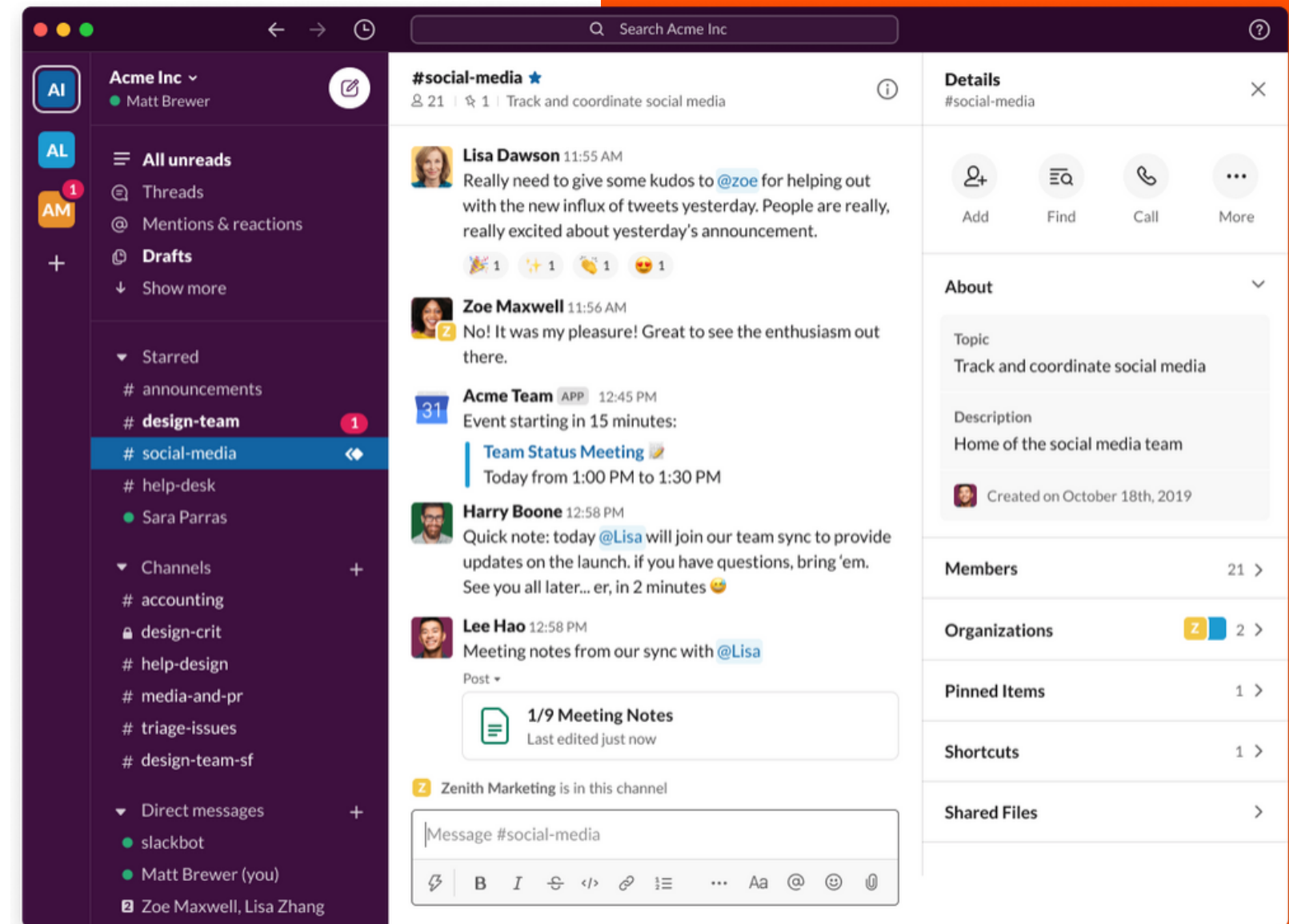
COMMUNITY



COMMUNICATE

Our students communicate almost daily on Our Slack channel, receiving help from instructors and each other, sharing tips, resources, code gists, job offers and news.

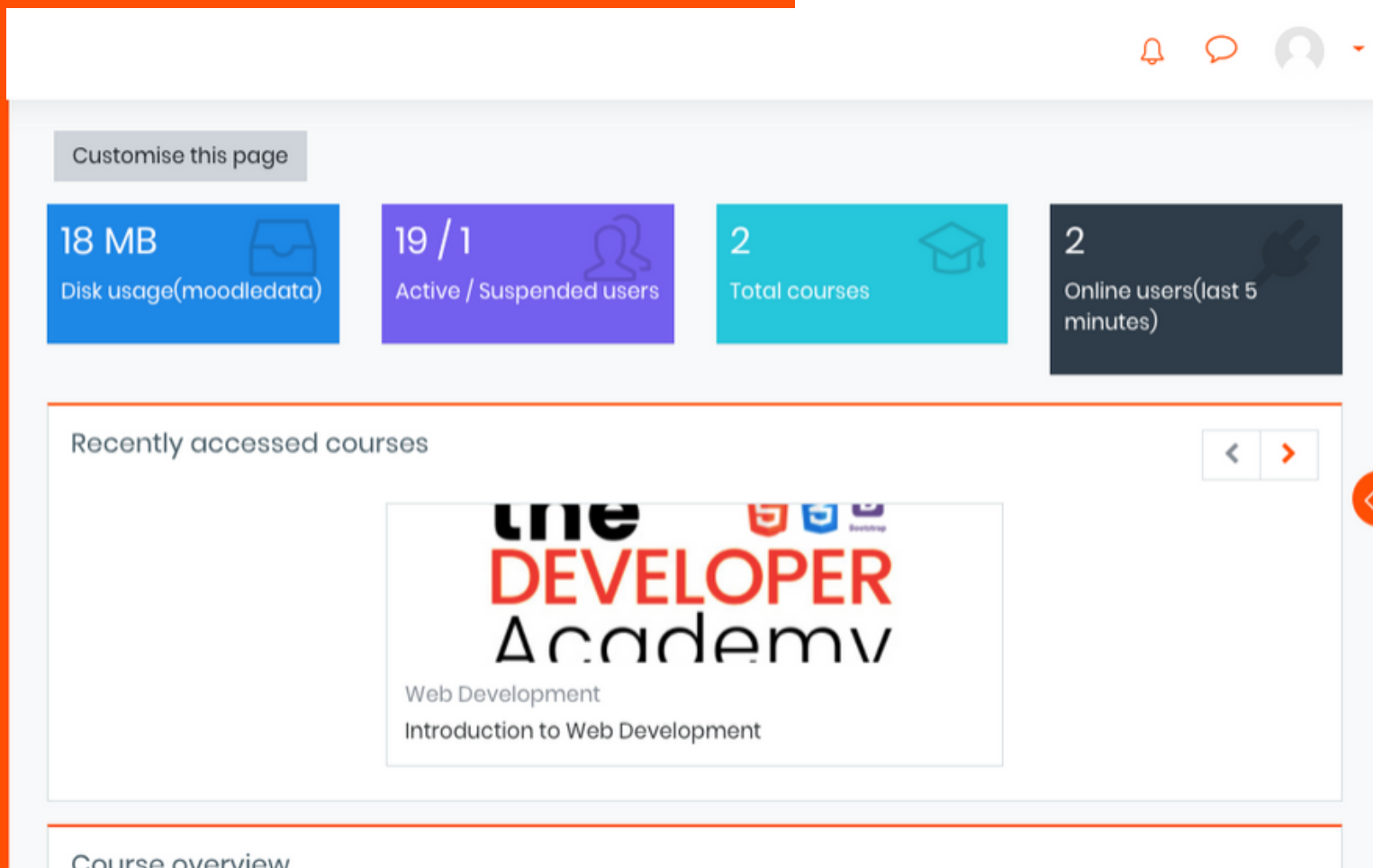
It's a tool heavily used in the tech sector, so mastering this throughout the course helps students stand out from the crowd and enables them to hit the ground running.



COLLABORATE

Our 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.



OUR ALUMNI



Michael

Engineer to Software
to Developer



Emily

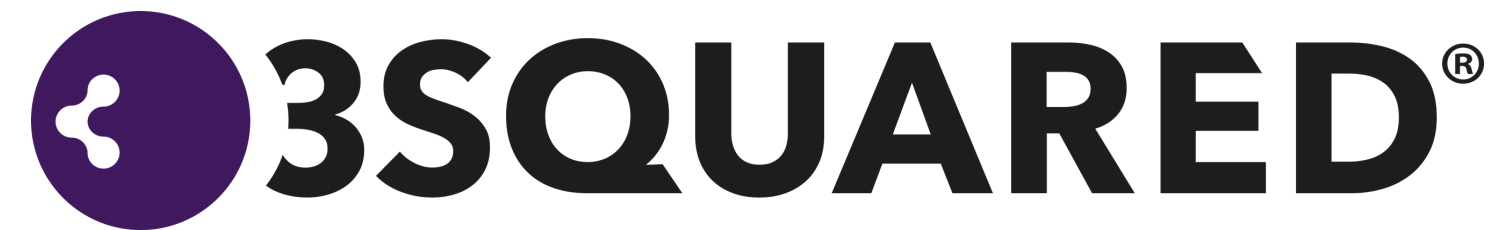
Teacher to Software
Developer



Luke

Technician to Games
Desginer

WHERE THEY WORK



THE **CURVE**

THANK YOU

Thank you for downloading our curriculum.

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.

