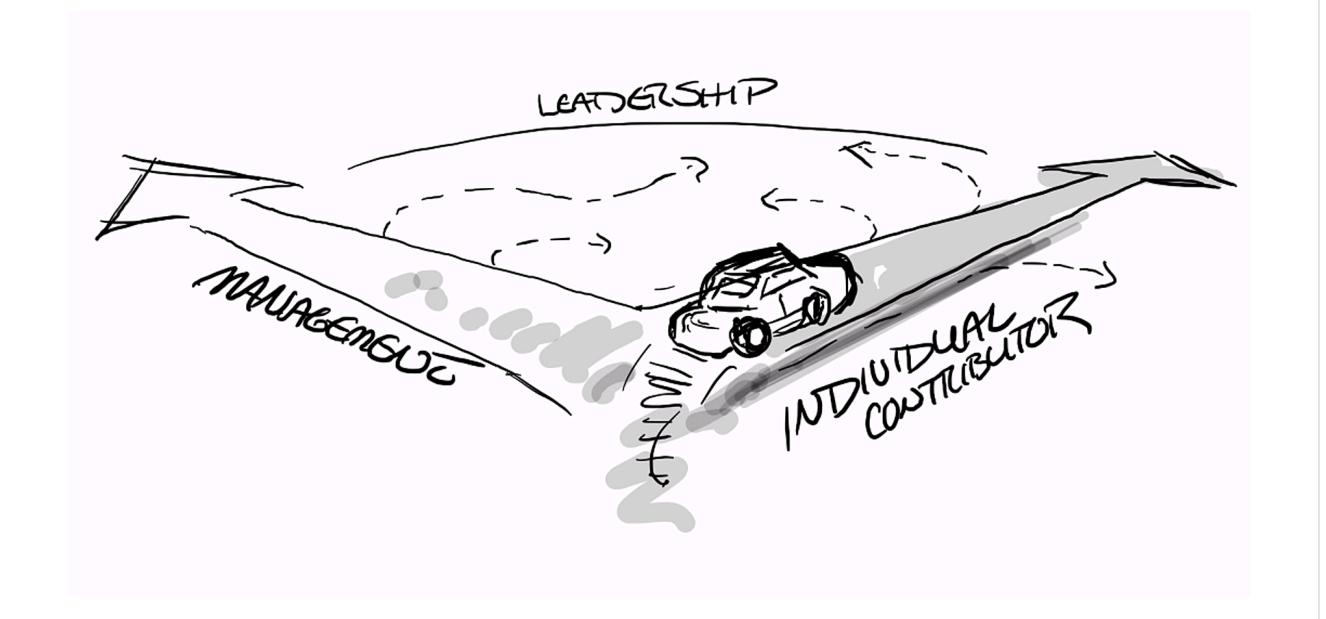
The Principal Path

JOURNEYING FROM MANAGEMENT
TO INDIVIDUAL CONTRIBUTOR
IN A SCALING UX TEAM

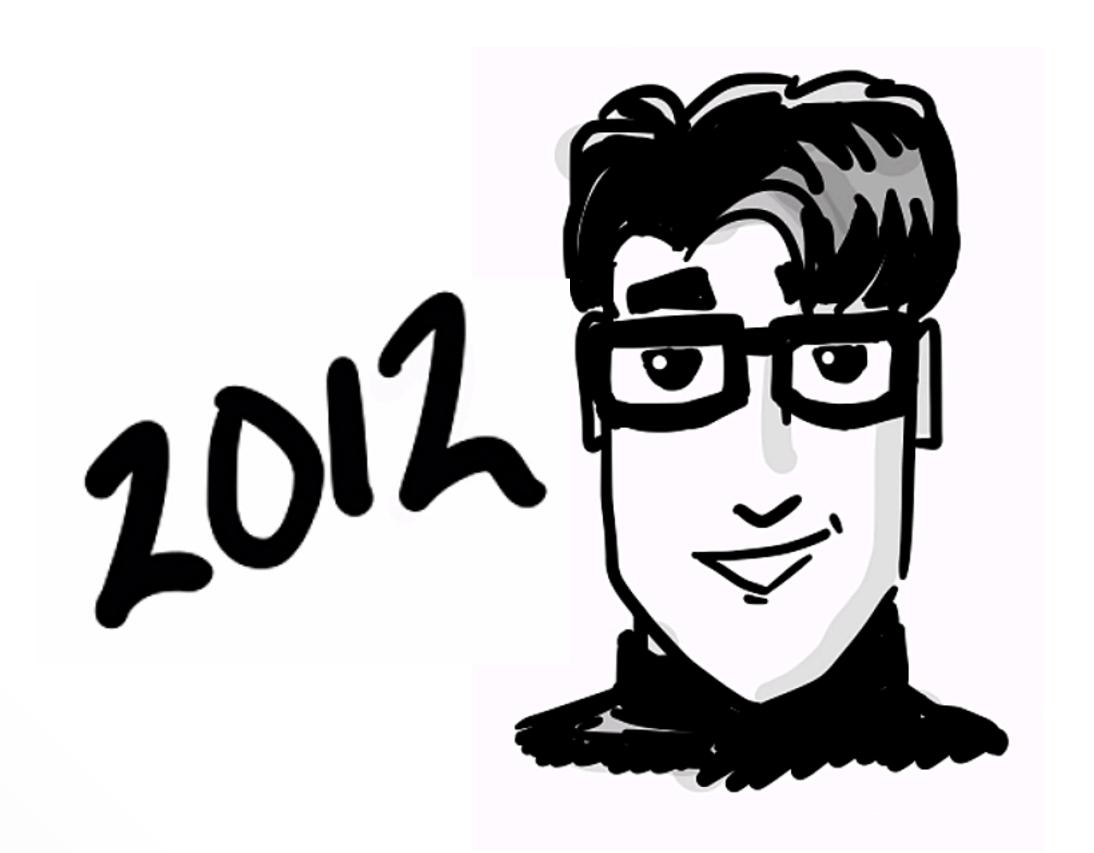


Who is this talk for?

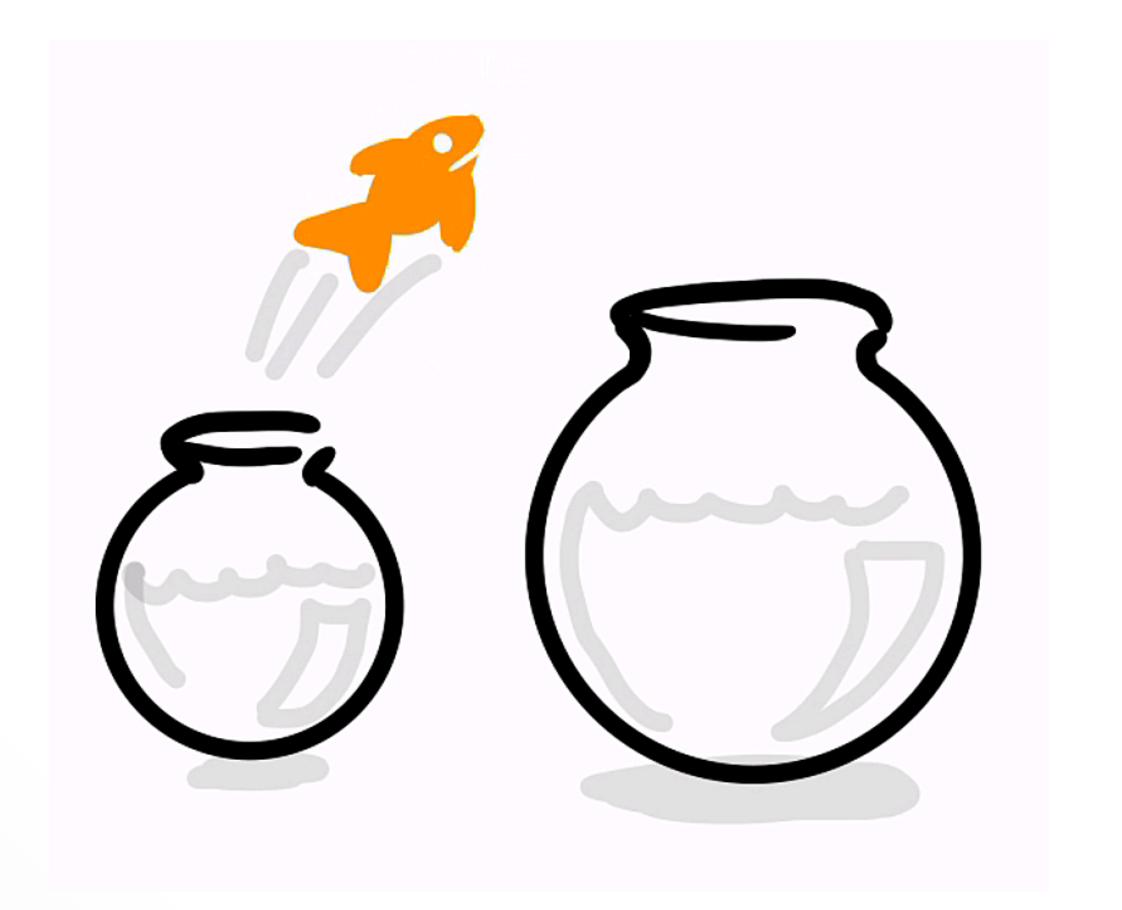
When people are in their element, they connect with something fundamental to their sense of identity, purpose, and well-being..."

- Sir Ken Robinson

I joined Workiva nearly nine years ago.



Went from a creative director of a small agency to a design lead at a growing start-up.



Quickly, I was on the management path...



I liked management.

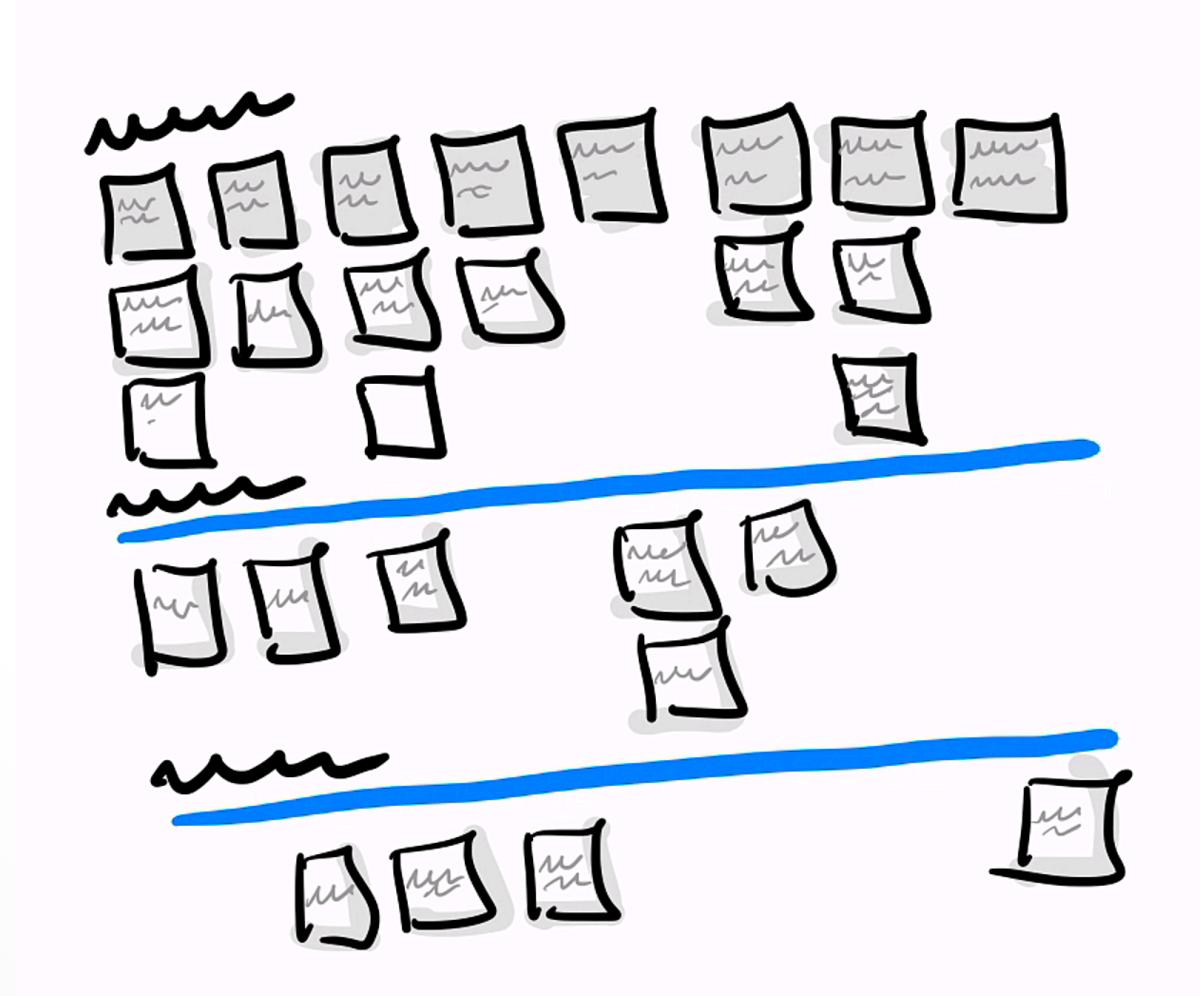
It started as more of a hybrid role...



Soon enough though I didn't design much...



I always found a way to contribute...



I really missed design

I tried to do both.

I tried to do both.

(at least somewhat)

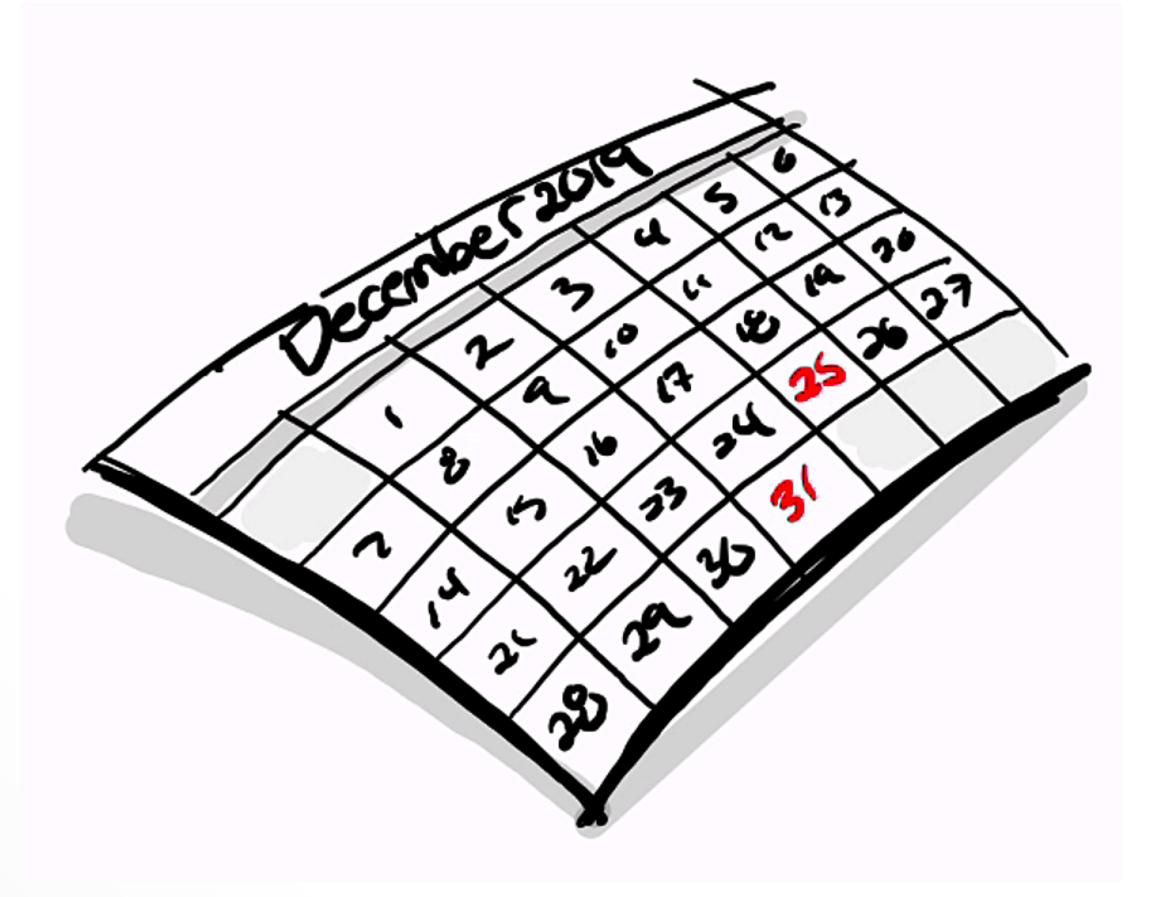


Credit: Allie Brosh - Hyperbole and a Half

Do you feel you are a manager...
...or a designer?"

- Many, many people

Many Months Ago...



Name a role from a movie that best describes what you like to do?"

I always liked the story of the Wolfe from Pulp Fiction.



I always liked the story of the Wolfe from Pulp Fiction.

"That's leadership, but not management."



I was lucky...

Associate => Mid => Sensor | Sk Dhecter => UP

We were able to chart a path that empowered me and set me up for success.



Vision



Influence



Leadership

Leadership is not about titles, positions, or flowcharts. It is about one life influencing another."

- John Maxwell

For many UXers, management seems like the only road to advance one's career.



Leadership ≠ Management



Leadership is influence (it is not a title)

We must empower those with the passion for craft to build their impact, influence, and leadership skills.

And we must give them a path.

Passion is energy. Feel the power that comes from focusing on what excites you."

- Oprah Winfrey

The Principal Path



Principal Manifesto (Creative Leadership / People Leadership)

Manager Principal (People/Process) (Creative/Influencer) Deep UX skills across Deep knowledge to several disciplines mentor and coach Balances people, **Embraces strategic** Mentor projects, and process product leadership Connector Passion for growing Passion for big talent and careers unknown problems Communicator Able to make hard Able to have the hard Feedback strategic decisions performance conversations Reinforces team culture Exemplar of team culture

Manager Principal (People/Process) (Creative/Influencer) Deep knowledge to Deep UX skills across several disciplines mentor and coach Balances people, Embraces strategic Mentor projects, and process product leadership Connector Passion for growing Passion for big talent and careers unknown problems Communicator Able to make hard Able to have the hard Feedback strategic decisions performance conversations Reinforces team culture Exemplar of team culture

Manager Principal (People/Process) (Creative/Influencer) Deep UX skills across Deep knowledge to several disciplines mentor and coach Balances people, **Embraces strategic** Mentor projects, and process product leadership Connector Passion for growing Passion for big talent and careers unknown problems Communicator Able to make hard Able to have the hard Feedback strategic decisions performance conversations Exemplar of team culture Reinforces team culture



Senior ICs can be some of the best natural leaders

- Deep knowledge of their craft (intuition)
- Built cross-functional networks (influence)
- Experience leading projects (organization)
- Demonstrate empathy across disciplines (empathy)

Areas they can excel as leaders

- Team leads/coordinators in a product area, tier, or ecosystem.
- Be point person on key product initiatives
- Developing/advocating experience vision, architecture, & strategy
- Leading growth & skunk works projects

They are also some of the best partners for managers

- Be a key person to delegate critical assignments
- Act as an expert for team feedback and guidance
- Partner on coaching/mentoring
- Be an champion for design & discovery across the ecosystem

UX Archbect

SR DROGER



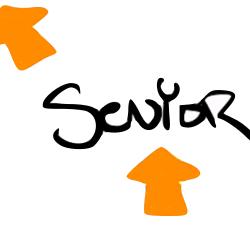
RWEIPA

Director



LeAd





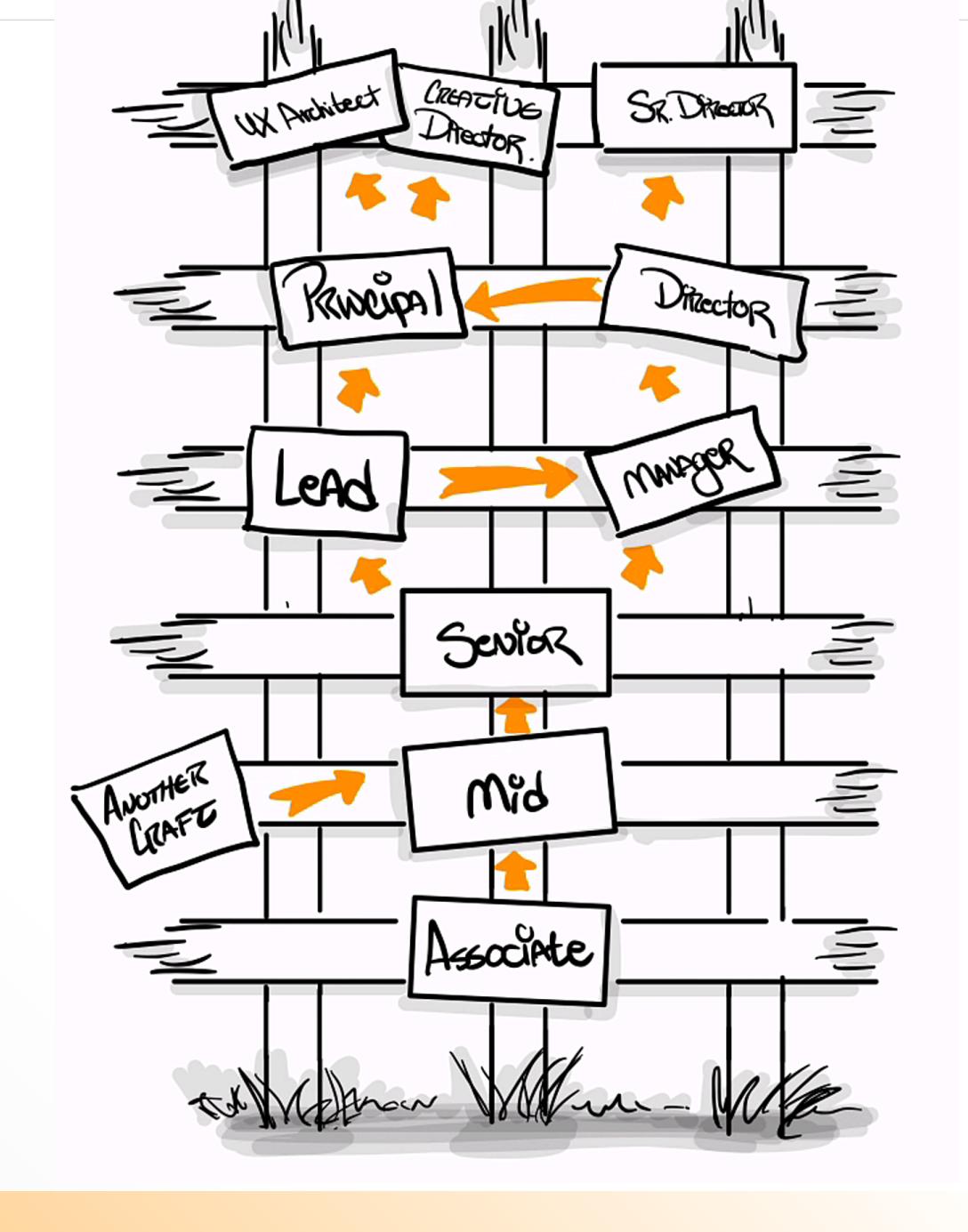




IC Track (Creative/Influencer)

Manager Track (People/Process).

It is more like a scaffold Not a one-way path.



LeAd

(Manager - Equivalent)

Owns the UX around a specific area of the product

Leads on high-impact challenges

Influences the tactical work of product of that area

Partners with and reports to a UX Manager



(Director - Equivalent)

Owns the UX around broad tiers of the product

Drives innovation-centric or growth challenges

Influences the strategic work of product of that tier

Partners with and reports to a UX Director

UX Architect

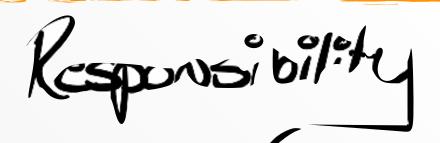
(Sr. Director - Equivalent)

Owns the UX at the ecosystem level

Architects broad-based experience systems

Has broad influence across the organization

Partners with and reports to Sr. Director / VP





LeAd

(Manager - Equivalent)

Owns the UX around a specific area of the product

Leads on high-impact challenges

Influences the tactical work of product of that area

Partners with and reports to a UX Manager



(Director - Equivalent)

Owns the UX around broad tiers of the product

Drives innovation-centric or growth challenges

Influences the strategic work of product of that tier

Partners with and reports to a UX Director



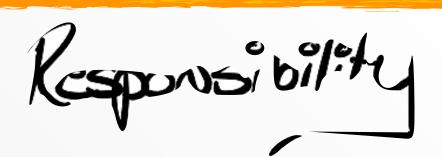
(Sr. Director - Equivalent)

Owns the UX at the ecosystem level

Architects broad-based experience systems

Has broad influence across the organization

Partners with and reports to Sr. Director / VP





LeAd

(Manager - Equivalent)

Owns the UX around a specific area of the product

Leads on high-impact challenges

Influences the tactical work of product of that area

Partners with and reports to a UX Manager

PRINCIPA

(Director - Equivalent)

Owns the UX around broad tiers of the product

Drives innovation-centric or growth challenges

Influences the strategic work of product of that tier

Partners with and reports to a UX Director

UX Architect

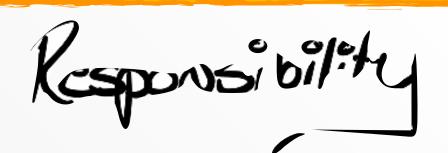
(Sr. Director - Equivalent)

Owns the UX at the ecosystem level

Architects broad-based experience systems

Has broad influence across the organization

Partners with and reports to Sr. Director / VP



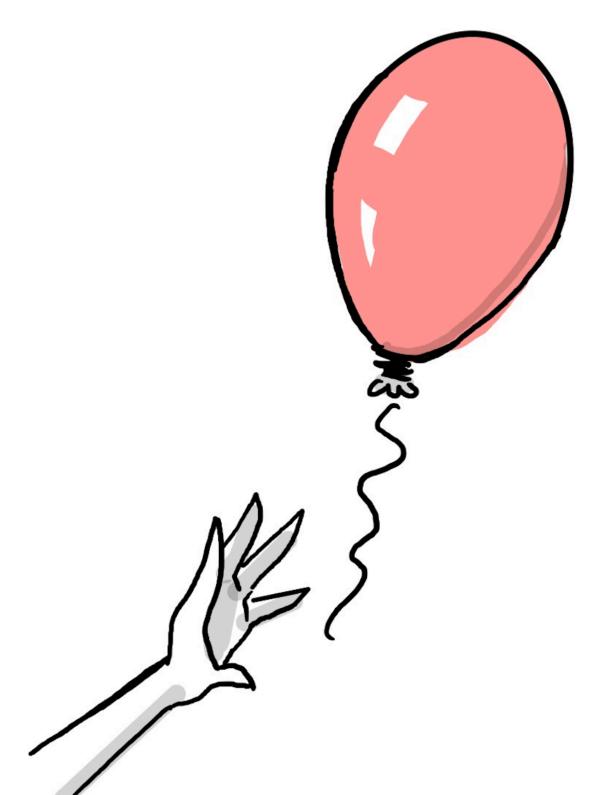
I solve problems."

- Harvey Keitel as Winston Wolfe

My embracing the Principal Path









Opportunities

(Persuasion vs Hierarchy)



After over 18 months...



Leading product initiatives



Bigger overall impact



Providing an example

Do you want to know who you are? Don't ask. Act! Action will delineate and define you."

- Thomas Jefferson

For UX Leadership who are scaling teams

As you build out your team structure, consider building into your career paths a scaffolding of leadership that includes IC leaders on the Principal Path.

For Management but who miss the IC craft.

Moving sideways can be a step forward in your career. Letting yourself explore another form of leadership where your craft is paramount may key to getting back into your element.

For UXers currently considering options

Leadership is not management, but I learned a lot from it. Both paths are valid, if different in focus. Look for teams that embrace both rich management and IC career paths. Try them.

Questions?