



Public Speaking

CONTACT@ADAMFURMANEK.PL

[HTTP://BLOG.ADAMFURMANEK.PL](http://blog.adamfurmanek.pl)

[FURMANEKADAM](https://twitter.com/furmanekadam)

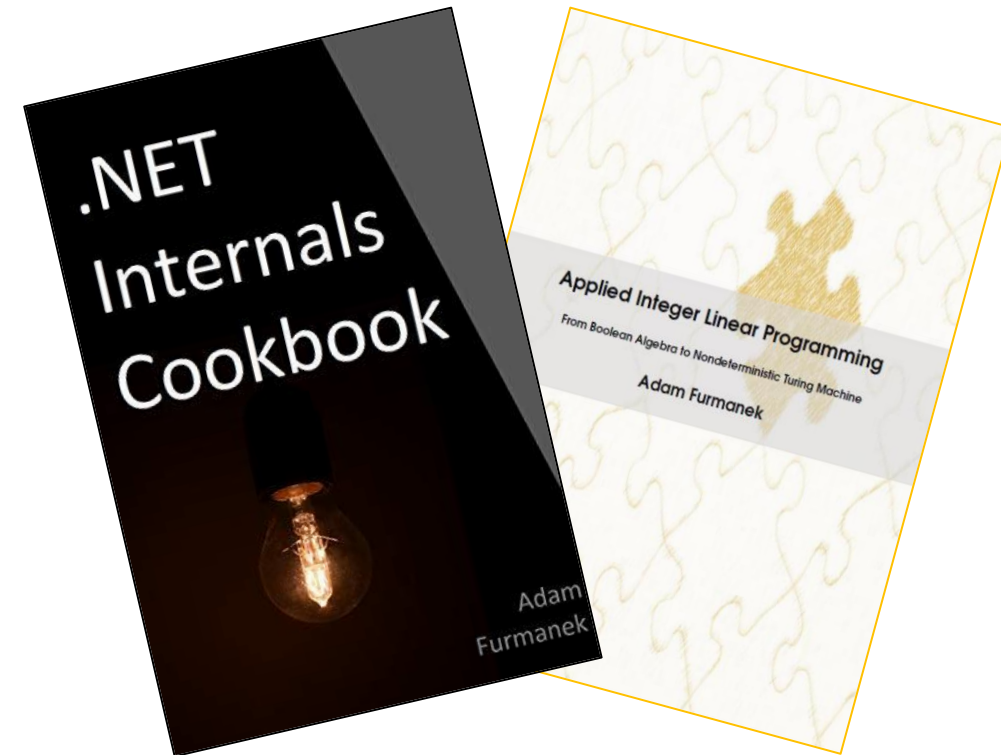
About me

Software Engineer, Blogger, Book Writer, Public Speaker.
Author of *Applied Integer Linear Programming* and *.NET Internals Cookbook*.

<http://blog.adamfurmanek.pl>

contact@adamfurmanek.pl

[✈ furmanekadam](https://twitter.com/furmanekadam)



Random IT Utensils

IT, operating systems, maths, and more.

Agenda

Speakers and their styles.

How to get invited.

How to master the craft.

"This guy sucks" and why sometimes things do not go well.

Case study.

Summary.

Speakers and their styles



<https://www.destroyallsoftware.com/talks/wat>
 Gary Bernhardt from CodeMash 2012

How is Angular different from PHP, ASP, JSP?

With Angular, the front-end code is now independent from the back-end

The web server becomes a web-service that outputs JSON data, not dynamic HTML or CSS

<https://www.youtube.com/watch?v=1R4itvhkTI0>
 Alain Chautard from NDC Sydney 2019

```

  ⌘ start:
  ⌘ 0x1000 mov ...
  ⌘ 0x1004 mov ...
  ⌘ 0x1008 mov ...
  ⌘ 0x100c mov ... ← ... to here
  ⌘ 0x1010 mov ...
  ⌘ 0x1014 mov ...
  ⌘ 0x1018 mov ...
  ⌘ 0x101c mov ...
  ⌘ 0x1020 mov ... ← Store target
  ⌘ 0x1024 mov ...
  ⌘ 0x1028 mov ...
  ⌘ 0x102c mov ...
  
```

<https://www.youtube.com/watch?v=R7EEoWg6Ekk>
 Christopher Domas from Derbycon 2015



I know this guy.

He's ...

Be consistent!

How to get invited

Call 4 Papers



Adam Furmanek

★ Information & Communications Technology

C# .NET .NET Backend .net framework .net core .NET 5 .NET (Core) development .NET Standard
C#.Net ASP.NET java software architecture compilers programming languages kotlin java JVM ILP
Mathematics cloud Cloud Computing Cloud Computing on the Azure Platform
Cloud Containers and Infrastructure Cloud Architecture JVM Languages JavaScript Core Java / Java SE
Distributed distributed computing Distributed Databases distributed systems

📍 Seattle, Washington, United States

Adam Furmanek

Software Developer at Amazon, Seattle

I am Adam Furmanek and I am a professional software engineer for almost a decade. Right now I am at Amazon working with Big Data, Spark, and Machine Learning. I am always interested in digging deeper, exploring machine code and going through implementation details to better understand internals of the technologies I use every day. That's why I like debugging, decompiling and disassembling the code to understand memory models, concurrency problems and other details hidden deeply inside. In my free time I play ping-pong, watch Woody Allen's movies and blog stuff at <http://blog.adamfurmanek.pl>

🐦 [@furmanekadam](#) ✎ blog.adamfurmanek.pl (blog)

I have delivered 50+ talks at international conferences.

I was rejected 75+ times (and counting!).

You will get rejected, period. But **you need to submit your sessions**, that's all.

Tips

Use sessionize.com, papercall.io, other conference aggregators.

Do use Twitter.

Have a personal page with all your talks, slides, recordings.

Attend meetups and talk to organizers.

Ask around.

Inform that you're a first timer – you'll get better feedback and help.

Never wait for the right moment. It's now!

How to master the craft

Practice, practice, practice...

Practice your talk at least 5 times. You need to memorize it.

Record your last session and upload to YT (as a private video).

Record demos or at least take pictures (they will fail, trust me).

Prepare manuals for demos, they'll be super useful during workshops.

Record your demos as a workshop and upload them to YT. They'll help when working on online courses.

Write blog posts as soon as possible.

Leave a lot of code comments.

Do watch your talks.

It **hurts**, I know. But it works.

1. Body posture

Use presentation clicker.

Keep your hands loose.

Stand up.

Keep relaxed.

Use good shoes – they do increase self confidence.

Dress appropriately.

2. Dancing

Do not walk around

- It irritates your audience
- It irritates your camera guy
- It irritates online watchers
- It makes weird noises (especially with microphone on)

3. Do use presentation clicker

4. Bad slides

Don't use animations.

Don't use black background. Go with white.

Don't use fancy fonts. Go with something built-in.

Do not use your clicker's laser. There are multiple screens in the room. Use zoomit.

Use font at least 18 points.

For online events – you may get quality drop over bad connection.

For online events - don't use huge graphics as they will be slow over the internet.

Be careful with audio – Zoom has two modes for it.

5. Way of speaking

You need to speak fast. If you're slow then people get bored.

But not too fast. You'll gasp for breath.

Avoid „em” and stuttering.

Your machine may get stuck when switching slides – be prepared for that.

Speaking roadmap

Start talking at your company

- People around are lenient
- Talk can be short
- If something fails – you can easily reschedule and repeat

Attend your local meetup group

- JUG, DevDays, Software Craftsmanship etc
- Talk to organizers, ask if you can present

Go for local university conference

Go wide.

Remember that online conferences are much different from onsite ones.

„This guy sucks”

1. You need to get on the site

Local meetings:

- Traffic slows you down. Buses get dealayed.
- But you have family and other things to do. You don't want to get there 5 hours earlier
- Not to mention that it won't help anyway ;)

Non-local ones:

- You need to fly over there. Jet lag is terrible
- Speakers do work during conferences, especially in multiple time zones
- Speakers do party (ever had one drink too much?)
- Speakers do want to travel around

2. You need to eat something

See some sauce or spaghetti? RUN!

Clothes for change? Where to keep them? How to iron them?

How many suits will you take for a month-long International trip?

Speakers are hungry.

3. Screen, microphone, adapters...

Blue screen of death, panic screen, beachball screen.

Cables do not work, adapters fail.

Resolution is incorrect.

Always have backup of:

- Cables
- Adapters
- Batteries
- Laptop
- Slides
- VMs
- Demos

4. Stress

Learn first 10 sentences by heart.

Wear two layers of clothes.

Use „high heels”.

During first two minutes you need to convince **yourself** that it's going perfect.

5. Cinema

It's hot inside.

It's stuffy inside.

Chairs are comfortable.

People do fall asleep. Especially right after a lunch break.

Sound is bad.

Light is poor.

6. Echo

Feedback is terrible.

You absolutely must learn dealing with it before going live.

Otherwise you are very likely to fail. And you can't help that.

Cinemas are terrible.

7. Foreign language

If you are not a fluent speaker then you need to memorise more.

Pitch, tone, wording, jokes – everything is different.

Questions from the audience are sometimes hard to understand.

Live translations may be irritating.

8. Full schedule

Working at a conference.

Living in multiple time zones.

Photo shoots.

Lunches. Dinners.

Trips.

Marketing content recordings.

Podcasts.

Parties.

Not to mention private leisure activities.

9. Custom slides

Organizers do request for customized slides.

It sounds simple but it's super annoying to go and rework hundreds of slides for one talk just to have some branded logo everywhere.

It breaks fonts, backgrounds, colors, positioning etc.

It's even harder with LaTeX.

Not to mention workshops with dozens of presentations.

10. YouTube, questions, and latency

YT introduces around 30 seconds of latency.

Keeping questions until the end makes it harder for the audience to follow.

On the other hand, answering questions on the fly is much harder.

Case study

Before the conference

I try to arrive around a week earlier.

I travel, go sight seeing, work at night.

I try to get some sleep and cure jet lag.

I let organizers know that I'm around.

I try to do a tech check if possible – see the venue, the room, check if things work etc.

Sometimes I watch my YT recording to see what I presented and how.

On the conference day

I eat a big breakfast.

I start repeating „p t cz ć k k ć cz t p” to get my mouth and tongue ready for long and fast speaking.

I refresh my first slides to remember what I’m talking about for the first two minutes.

I dress well.

I start VMs and make sure they have all updates disabled and everything works (yes, demos fail a lot!).

Just before the talk

I enter the room around 30 minutes before.

I connect my computer, make sure it works.

I walk around the room and look for good light, good sound.

I check where the echo is.

I check where my clicker works.

I ask the camera guy how far I can walk during the presentation.

I prepare a glass of water so I don't need to lean over during the talk (watch the microphone cables!).

I check screens, especially ones connected to cameras.

I count chairs to know how many people come.

I make sure chargers work.

I make sure my blog page is alive.

I check demos once again.

I turn off alarms, sounds, mobile phone etc.

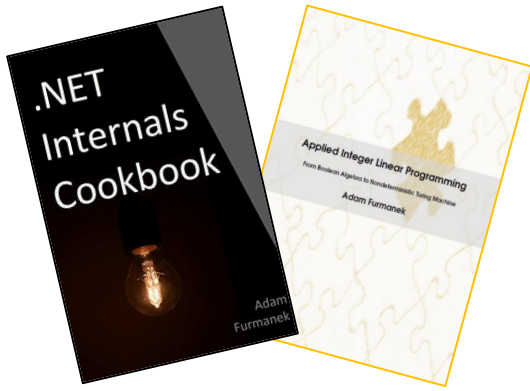
Sometimes people come and ask questions – I need to control the time.

Let the show begin!



Q&A





Random IT Utensils

IT, operating systems, maths, and more.

Thanks!

CONTACT@ADAMFURMANEK.PL

[HTTP://BLOG.ADAMFURMANEK.PL](http://blog.adamfurmanek.pl)

[FURMANEKADAM](https://twitter.com/furmanekadam)

