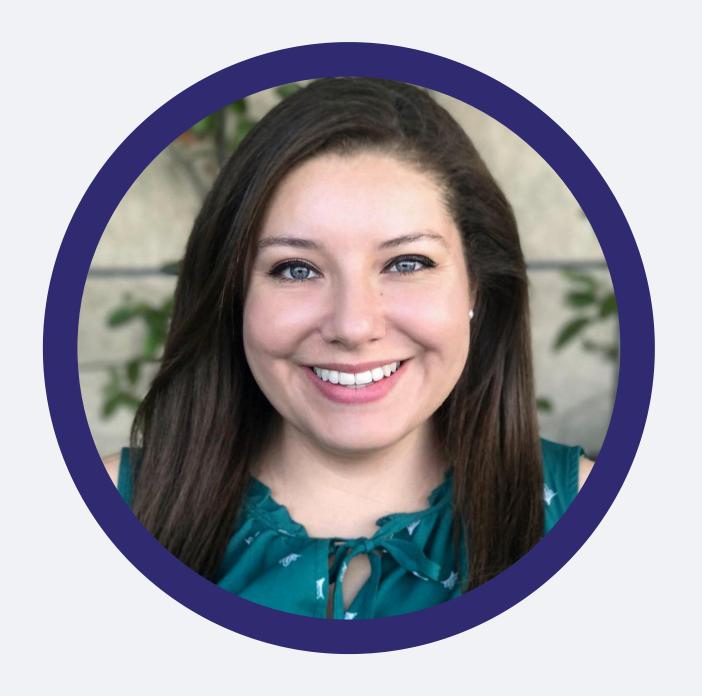


How to use GitLab

To enable cross-functional and diverse teams



About me



Nuritzi Sanchez

Sr. Open Source Program Manager at GitLab

- Joined GitLab in February 2020
- Background in: program/project management, product management, business operations
- Have been part of Engagement team and Board of Directors at GNOME, LAS org, CHAOSS, and FOSS Responders

... I am not an engineer.

I am a leader, and an organizer, and I manage, and work with, cross-functional teams. I use GitLab in my everyday work



What we'll cover today

Why use GitLab cross-functionally

Creating the right environment

Tips & tricks for non-engineers





Why it matters

Reasons to use GitLab cross-functionally





One platform for the whole team

Manage

Plan

Create

Verify

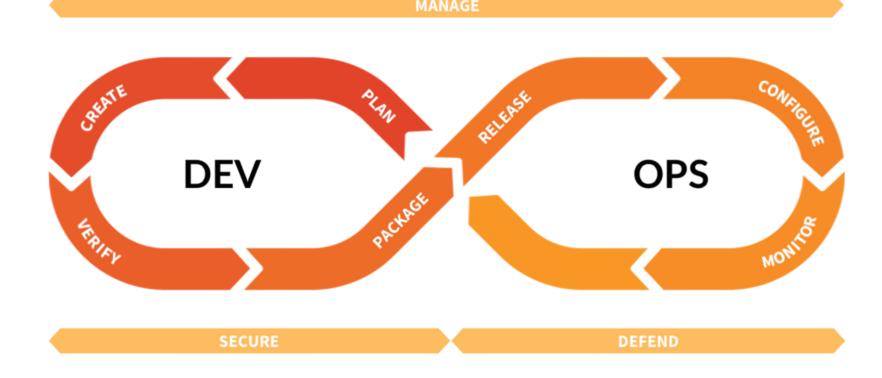
Package

Secure

Release

Configure

Defend



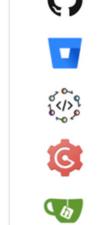




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We need a broader set of skills and diversity in open source

Let's think beyond what's currently counted as a non-code contribution and where that contribution may come from



Sales & Business Development

Someone who is interested in gaining or using these skills may be interested in...

HR & People

Someone who is interested in gaining or using these skills may be interested in...

OSS: Fundraising, partnerships

Both of these things require you to pitch the value of the open source community / project and require you to develop your communication and negotiation skills, among other things

OSS: Engagement, Board of Directors, newcomers initiatives

We need people who want to make the community awesome.

Opportunities include working on or starting newcomers initiatives and lowering the barrier of entry, as well as retention. Can also help with community ommunication practices.





- Transparency into other teams' work
- Easier communication
- Ability to contribute to other teams



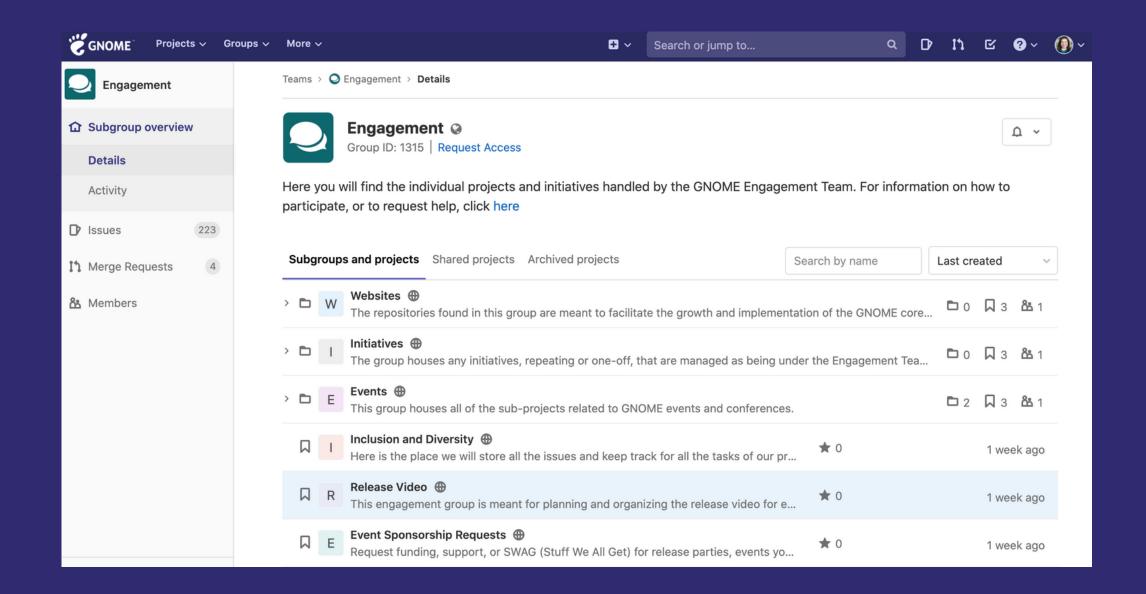
Transparency

Example

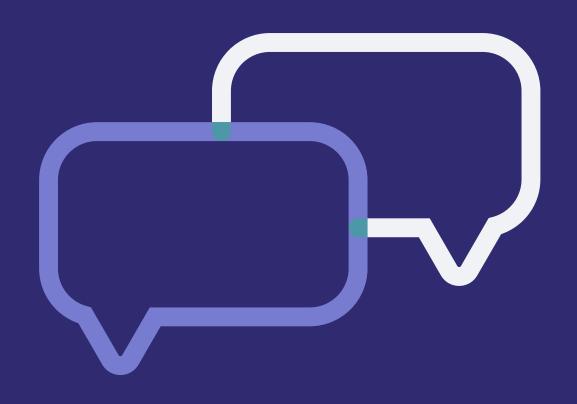
The Engagement team uses GitLab.

This means engineers, docs team, designers, and others can pop over any time and help with any items that involve their team.

Our community can benefit from expert involvement.







Easier communication

Fragmentation among tools can hinder communication.

When everyone is on the same tool, then you're able to collaborate more efficiently.



Ability to contribute to other teams

I started off by doing purely strategy + project management tasks for LAS.

Then, I started editing the LAS website's markdown pages, and adding new files.

Then, I joined GitLab and had an easier time creating and reviewing MRs, and updating the GitLab website.

Now, I feel more comfortable looking at websites' code and making MRs!





Environment

Creating the right environment is key to enabling cross-functional team collaboration and fostering a diverse community





Waintained by Search through the handbook... Introduction The GitLab team handbook is the central repository for how we run the company. Printed, it consists of over 7,000 pages of text. As part of our value of being transparent the handbook is open to the world, and we welcome feedback. Please make a merge request to suggest improvements or add clarifications. Please use issues to ask questions. Maintained by Introduction Company People Group Engineering Marketing Marketing Sales

Documentation is key

At GitLab, we have a handbook-first approach and document all of our business practices.

It's integrated into our website, and "code owners" maintain each page.

Different teams have different processes.

Docs help people navigate cross-team collaboration.

Documentation enables a remote culture that depends on asynchronous communication.



Onboarding and training

There are many types of onboarding, for example:

- Tools onboarding
- Subject matter onboarding
- Social onboarding





Creating an onboarding issue template can help people self-serve

Nuritzi Esmeralda Sanchez's onboarding, starting on 2020-02-03 as Senior Open Source Program Manager

Welcome to your onboarding issue! We are so excited you're here! As a new GitLab team member, you will use GitLab as part of your job, and if you come from a non-technical background, this might be new to you. At times the onboarding issue might feel overwhelming, but if you have any questions along the way, please feel free to ask on Slack, our chat communication tool. You can find the most appropriate channel for your issue here.

If you have any questions or suggestions about onboarding, please feel free to create an issue in the People Ops issue tracker or create a merge request for this template and assign it to a People Experience Associate, People Operations Specialist or Manager of People Operations to make this documentation better for the next new team member (you will learn more about how to do that as you progress through this issue!).

The onboarding issue is divided into what your ("New team member") responsibilities are, what your manager's ("Manager") responsibilities are, and what our People Ops team's ("People Ops") responsibilities are. Just focus on "New team member," and don't feel you need to rush through or complete each and every task on the required day. If you can't move forward with your onboarding tasks because People Ops, your manager, or your buddy haven't checked tasks they are responsible for, don't hesitate to send them a reminder!

There are a few location-specific onboarding tasks included. If one or more of these do not apply to you, feel free to either check them off in acknowledgment, or edit them out of your onboarding issue using the pencil edit symbol in the upper righthand corner of this page.

Take your time to work through this onboarding issue, and remember to practice the GitLab values of iteration and efficiency by taking action to fix missing or confusing information in the handbook, and making a proposal when you have ideas to make it easier to get started at GitLab.

Note: To provide timeline guidance, the onboarding issue is broken up by Days 1-4 and Days 5-30. It is critical that Days 1-4 are completed as soon as possible and in order. It may take longer than 4 days to complete these tasks, but we hope all team members can focus to complete them within 4-7 days. Do not feel pressured to complete all tasks for one particular day by the end of that day, there is flexibility and we do not want our team members to be overwhelmed. For the tasks in the Days 5-30 section, there is more flexibility to complete them as you complete your first 30 days at GitLab.

Note: In addition to general onboarding, you may have Department- or role-specific tasks to complete once you are done with your Day 1-5 tasks. See the section on Job Specific Tasks after the Day 5 section to see your tasks (if applicable).

Before Starting at GitLab

- ▶ Manager
- Buddy
- ▶ IT Ops

An onboarding issue template can be created with information like:

- History of the project
- Video recordings for how to use tools
- Tasks that all community members should do (read CoC, add to their profile page, etc)
- Instructions for scheduling coffee chats with team, or live onboarding sessions
- Links to information that you want all members to know
- Tasks to complete per team (Design, Engineering, Engagement)



Think about non-engineers regularly

This can influence how you do a lot of things.

Example:

The GitLab website has included links at the bottom where you can edit the page's markdown or open the page directly in WebIDE.





Tips & Tricks

Some of my favorite GitLab tricks to help other non-engineers







Enterprise Edition





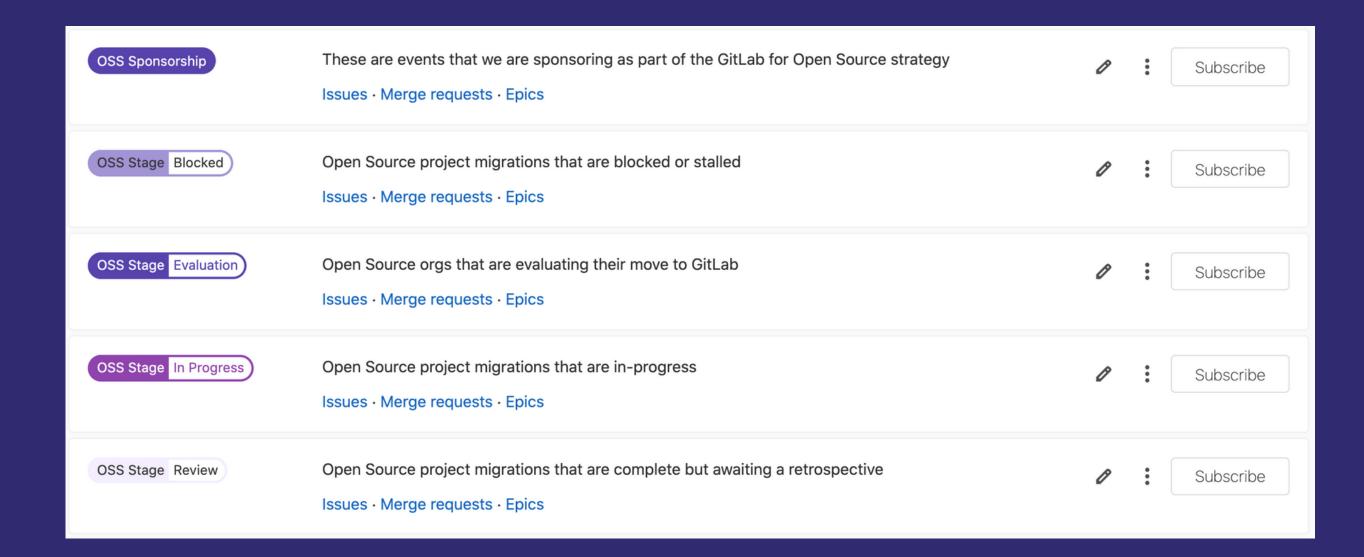
Labels

Community Edition:

- Labels are really flexible
- Subscribe to them

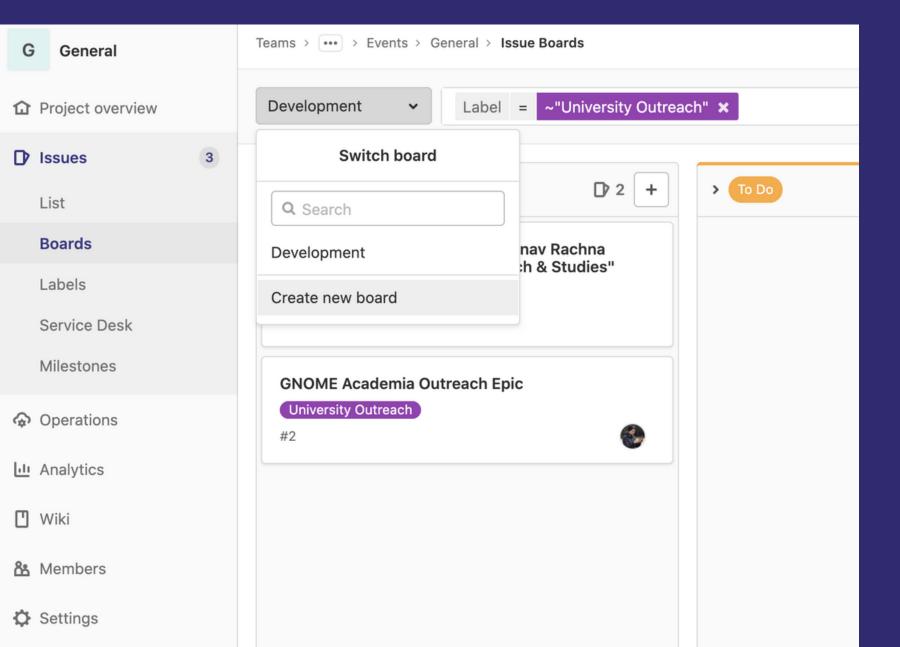
Enterprise Edition:

Scoped labels





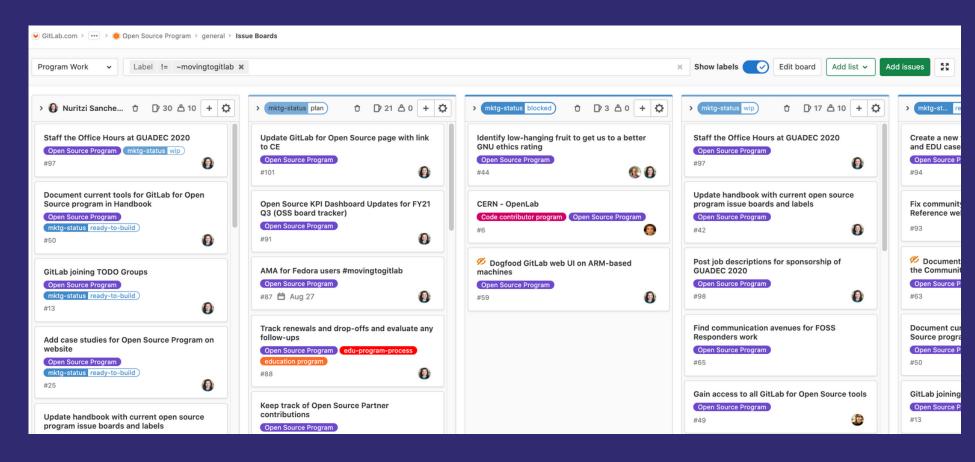
Kanban boards



Use them to track the status of issues or sort by type

Create new ones with labels that you're tracking

Can also be used to see who is assigned by issues in one column



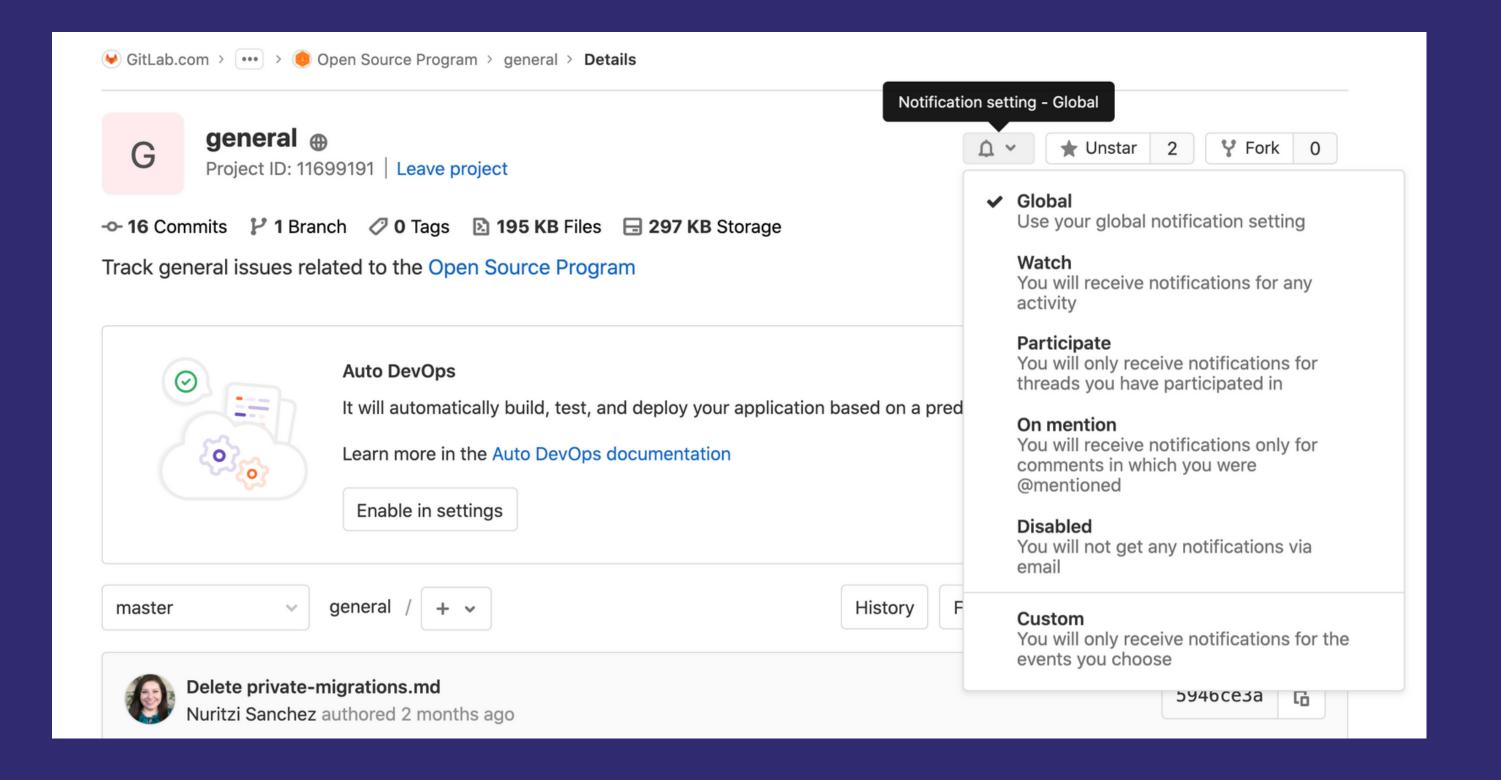


Notifications





✓ Receive notifications about your own activity



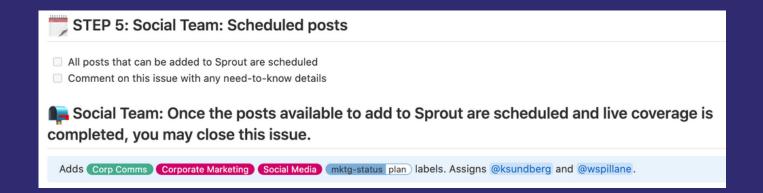


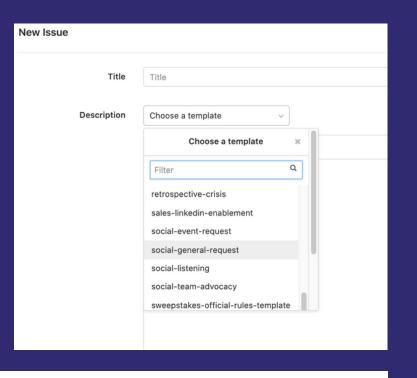
Issue Templates

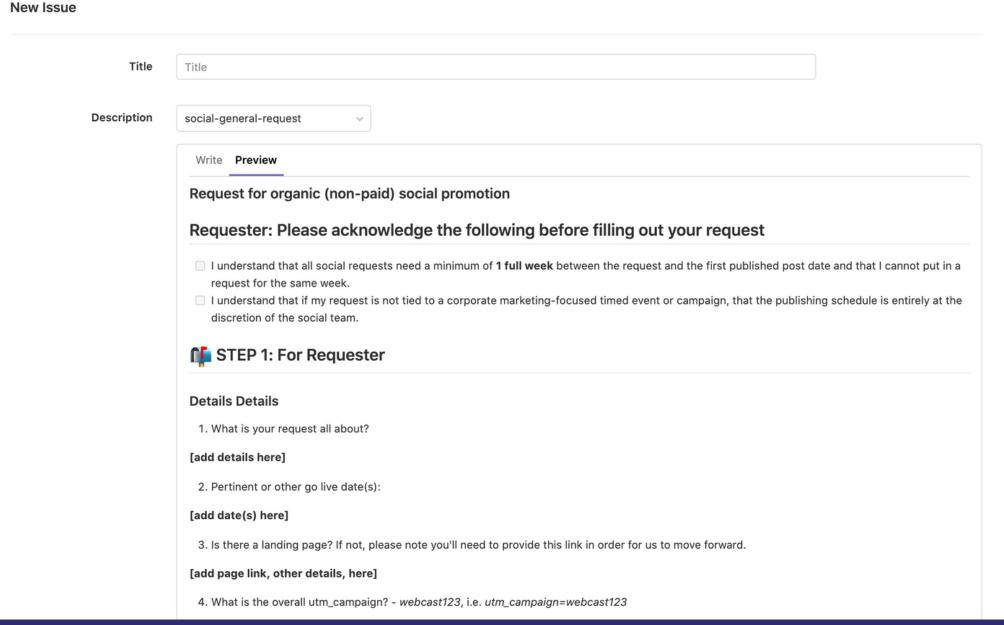
So important!

Train people how to create templates on their own. Include a link to documentation for this in your onboarding issue.

Add automatic labels and tagging of users









Lists with tasks

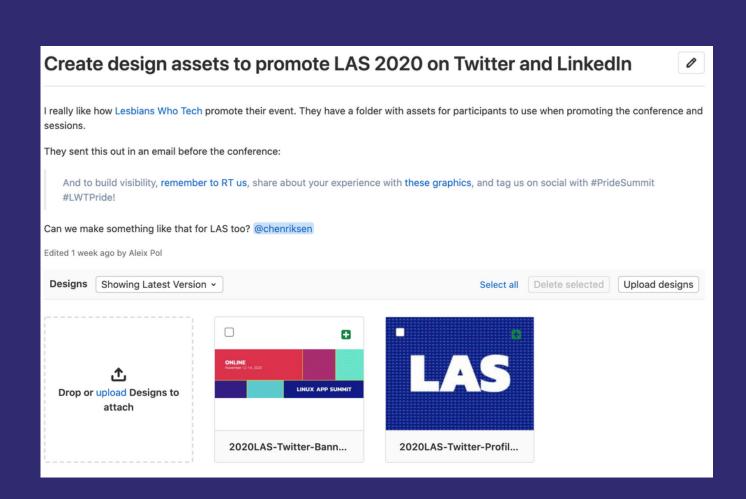
*[] - creates the fancy checkboxes we use to mark tasks done.

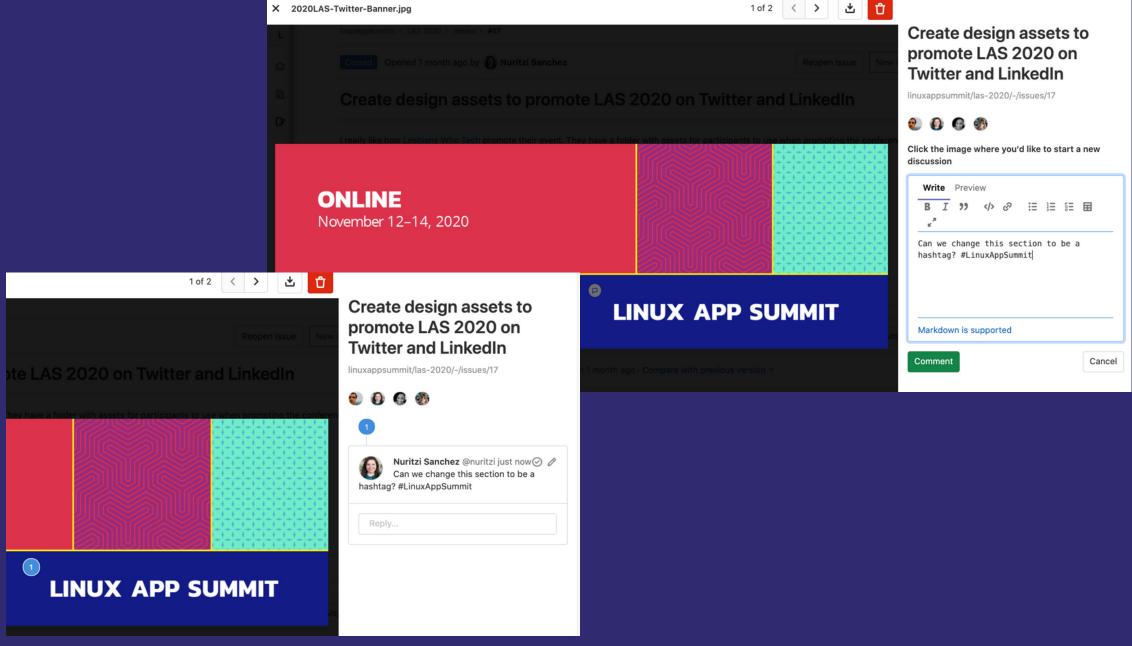
Write Preview </>
⟨⟩ Ø ⋮≡ ⋮≡ ⋮≡ 4. What is the overall utm_campaign? - *webcast123*, i.e. *utm_campaign=webcast123* <!-- The social media team will use [this tracking sheet](https://docs.google.com/spreadsheets/d/12jm8q13e3-JNDbJ5-DBJbSAGprLamrilWIBka875gDI/edit#gid=0) to create URLs that are tied to social, and your campaign by using UTMs. Please [review the guidelines in handbook](https://about.gitlab.com/handbook/marketing/revenue-marketing/digital-marketingprograms/digital-marketing-management/#url-tagging) &/or speak with the marketer who is managing your campaign to ensure you are not interrupting the reporting structure they have in place. --> **[add utm_campaign here]** * [] I'm not sure what my utm_campaign code is or there isn't one 5. What objectives do you want users to follow? (Think clicks, sign ups, awareness, etc.) <!-- In most cases, every objective is not an appropriate course of action. If your objectives include registrations, please use the social-event-request template. --> Awareness * [] Clicks to a GitLab owned URL * [] Clicks to a 3rd party URL * [] A numerical goal of **[add goal here]** <!-- Please note that for the numerical goal catergory, you may be referred to paid social advertising depending on the specifics. --> 6. Are there existing assets to use on social or will you require custom designs? <!-- links with cards, images, or videos -Existing Assets to use are located here: **[requester, insert link to related issue or repo for assets]** I require custom assets for social * [] I'm not sure what I require (the social team will review with you in the comments below) Markdown and quick actions are supported Attach a file



Design management

With the recent addition of design management to Core, everyone can contribute even more! These features allow you to upload designs and suggest ideas, thoughts and changes.

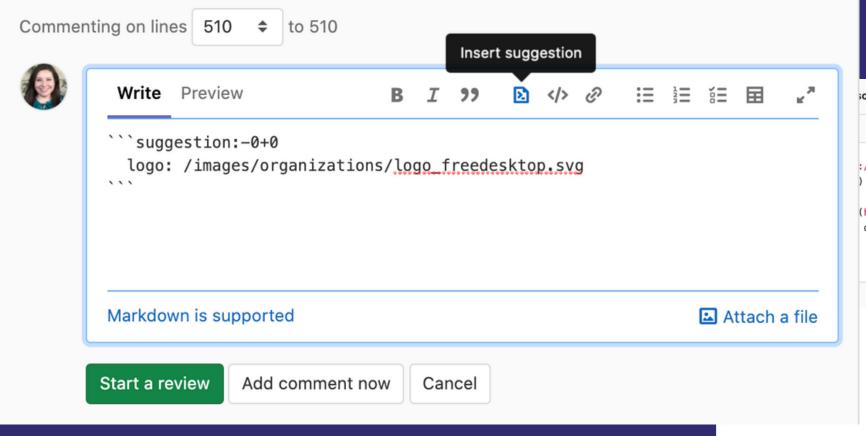




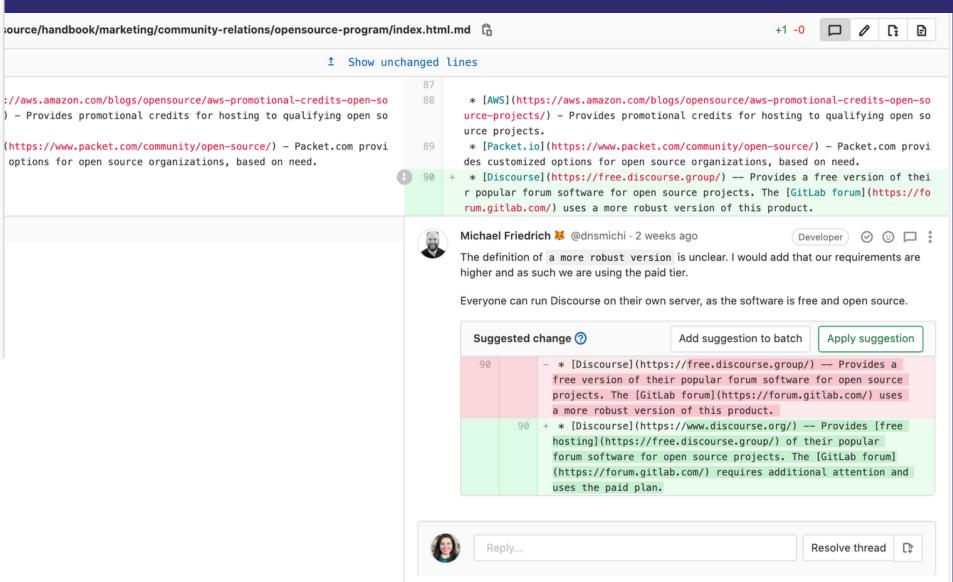


Suggestions in code

Snippets and commenting in line --both are super useful!

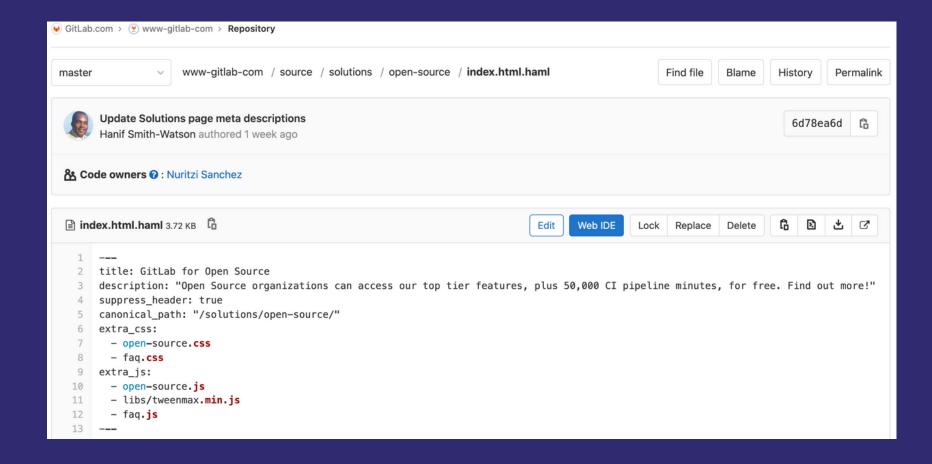




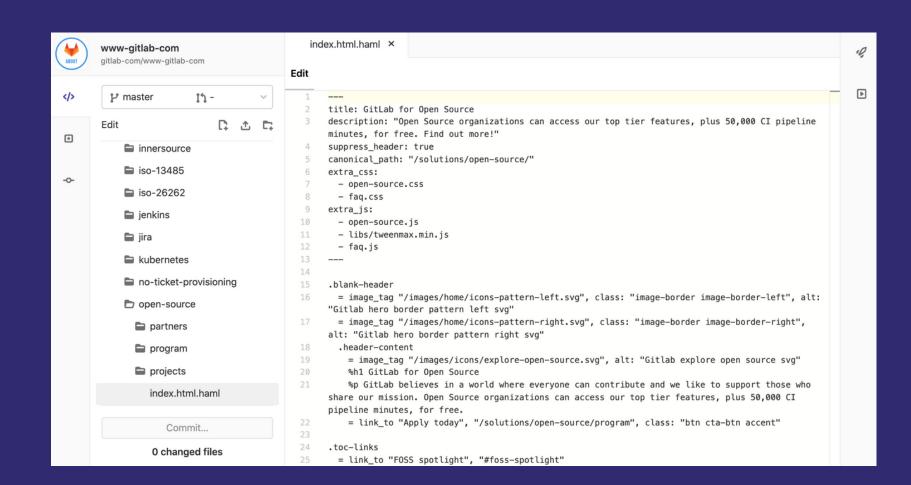




Different ways to make MRs



Edit the markdown page directly



Open the file in the WebIDE





Thank You!

Nuritzi Sanchez



in /nuritzis