FAQs by Apprentice Applicants

1. What are some of the challenges and problems that the company and apprentices face?

As apprentices, we have high expectations to meet when working with such top class developers. It can be a challenge if you don't take advantage of their experience and ask for help when needed. Of course if I were to have less of an ego this might be less of an issue! At Payara we have the opportunity to be very front-facing and be assigned very important and complicated tasks. This can be daunting with the wrong mindset, but it's helped when you use the abundant support offered by the other developers.

We obviously have technical challenges as well. Using Java, we become exposed to the best selection of issues from concurrency problems to typing issues. Having said this, I'd much rather be solving problems in Java than any other language!

2. What sort of speed of progression is there in terms of taking on workload for the apprentices?

Although we have the label of apprentice, we are still able to take on tasks that any other developer would do. To help you get to this point you'll have a 7 week crash course at Aston upon commencing the programme, and be started on an Apprentice Training task list at work. This helps quickly accelerate you to the ability level to be able to tackle the real bugs and tasks in the company. I found that within a couple of months I was working on real issues most days. **Would it be appropriate for my to mention/link my GitHub account here?**

3. What is the balance between work days and university days over the course of the apprenticeship?

You'll have very few University days. Outside of the aforementioned crash course at the beginning of the programme, we generally attend university for one or two days at the start and end of each module block. In practice this tends to be once every couple of months. You're allowed to have about an afternoon per week for university work, and the rest is completed in your own time. In the first year you'll generally have 1-2 lectures per week as well as a couple of tutorials. Each of these will take about an hour in the evening to complete.