

Martin Feld

Can you tell me the story of your first experience with a computer? 00:00:16

What was your first time with a computer? 00:00:21

Vincent Ritter

First time... it was kind of a long time ago when I was still a kid. I mean, 00:00:24

with computers, we're not talking about gaming consoles, anything like
a real computer, keyboard, mouse. And it was in Apple's dark times, in 00:00:35

the, I would say late 80s. I mean, I'm an 80s kid and early 90s and my 00:00:41

parents had like a... office downstairs, where they were working from.
And they always liked the design stuff for their company. And yeah, I 00:00:50

remember sitting there and from this grey box, you know, and just
swinging around in a chair and clicking around the screen. You know, 00:01:02

that's kind of my first experience of a computer. I didn't do much. I 00:01:05

didn't understand it. I understood the PlayStation, but I didn't really 00:01:07

understand computer, you know. I mean, later on in England, obviously, 00:01:11

I gained a bit more knowledge about computers. And there was 00:01:18

actually my dad, he was he did like designs and stuff, but he also did a
little website for the business. Through that, I kind of started learning 00:01:25

to click around and some text, you know. Yeah, I mean, that's why 00:01:30

really, and not to go into too much detail, but that's kind of my first
experience with computers or using them properly, you know, I mean, I
know what a computer was at the time because obviously they were
around me in the office downstairs.

Martin Feld

So as you became more used to interacting with the computer, 00:01:44

because you just said that game consoles or the PlayStation was more
familiar to you, probably as a kid. What was it about the computer as 00:01:53

you started to interact with it that stood out to you or that you
developed more of an interest in?

Vincent Ritter

How to explain that? For me, I always wanted to fly aeroplanes. Right? 00:02:01

So since I'm a little boy, five years old, I had this urge to fly aeroplanes 00:02:04

for whatever reason, which I'm not doing now, obviously. So my 00:02:12

interest was more in gaming and then just to compete on the side

because I enjoy gaming. So with my dad, I did like a website in Adobe 00:02:19

PageMill it was, or something. And you know, for me I got like results. 00:02:26

Like I could create a page like crafted that single handedly, you know, 00:02:28

copying and pasting from emails I got from random people. As in, 00:02:37

these are like a tutorial for this game. This a tutorial for that game. You 00:02:41

can use these cheats for this game, you know, that were kind of good.

And through that, there was also like kind of a bit of a social 00:02:45

connection between people. I mean, you know, it was still dial-up and 00:02:49

all this good stuff. So for me, that's that's why I got interested in it. 00:02:53

Like, you have this connection of some random strangers that you 00:02:56

don't usually get, you know.

Martin Feld

And what sort of things would you talk about? I mean, granted, you 00:03:02

said it was dial-up, so it was obviously much slower. The technology 00:03:07

was more limited. But, you talked about the results just then of 00:03:09

creating something and seeing it perform for you. What kind of social 00:03:16

connections were you developing? What would you talk about? 00:03:18

Vincent Ritter

I was just, for example, the emails I got, I mean, they were from 00:03:20

strangers. But then over time, you know, they kind of open up a little 00:03:24

bit more. I open up with more where I live and everything. And it was 00:03:27

like something someone sends you contact through contact form. You 00:03:33

said, 'Oh, I have this problem'. But then over time, you know, you 00:03:35

create this relationship. I mean, it doesn't have to be a personal 00:03:37

relationship, but just this person or people, they kind of understood,

Vincent Ritter (continued)

'Ah, you are doing this website, and we see you have an interest in games'. And then they open up and say, 'Oh hey, I'm in America, you know, my name is so-and-so'. That's how it kind of all opened up. And and it was like through email, you know, this is like a little social connection through email. You don't get that on a console or anything, you know, in the console you just play games offline because you don't really have online then. So that's what I found interesting.

Martin Feld

So it was almost like letter-writing in the digital age...

Vincent Ritter

Exactly, yeah, that's the right thing. So that was for a few years. But then I was just interested in gaming, really. I did a few... I obviously continued with the website for a few years, but then it kind of all got lost, so... because my parents, they were all concentrating on work, so I was just left to my own devices and I didn't have my own computer until my early teens. So I was just... gaming console and that's it.

Martin Feld

And can you tell me a little bit more about that website that you mentioned? What sort of things were you learning and putting into this website? If I were back in the day, what would I have seen?

Vincent Ritter

Yes, you would have seen a text webpage! No... so we used a program called Adobe PageMill, which is like a 'What You See Is What You Get' website builder. It's not like modern web development now. I mean, it's a bit different, but that's kind of cool because you could just drag and drop like you would a Word document or, you know, something similar. What was it? AppleWorks? Remember that? AppleWorks?

Martin Feld

Yep, for word-processing...

Vincent Ritter

Yeah, exactly. So obviously it was like very similar to that. You know, 00:05:04
you could drag an image on there, and then after that you get an
HTML page. But yeah, for this website specifically it was hosted on 00:05:13
Yahoo! Pages or something. It had like a special kiddie section at the 00:05:17
time, I can't remember what the name was, but I did a cheat website.
Like at the moment you've got, like GameStop or whatever, cheap 00:05:25
websites for games... because I play a lot of games. So for me, 00:05:32
sometimes just, you know, for fun, you can enter a cheat code.

Martin Feld

So what was the difference for you between gaming and interacting 00:05:37
with a personal computer—the motivations and how you interacted
with them?

Vincent Ritter

With the computers themselves, I could explore more, you know, 00:05:45
obviously you have the find and everything. You can try different 00:05:51
things. With a game console, you're just limited to the game. And at 00:05:52
the time, there was no PlayStation 2 or something. This was like, let's 00:05:59
just say the first PlayStation. You just put a disc in and that's it. You 00:06:02
know, you only had this interface, but with a computer, you could try
different things. You know, there were... obviously you had the mouse, 00:06:08
keyboard, so the inputs were obviously not just controller-based. You 00:06:13
know, it was a bit more interactive. With computers also, you know, I 00:06:14
could do some homework and obviously you can't do that on a game
console.

Martin Feld

And you mentioned that you got your first computer in your teens. Can 00:06:19
you tell me more about what that was like and what the computer was?
How you started to use it? 00:06:26

Vincent Ritter

I can't remember my age, but I was a... a ruby-red iMac—the ones you could see through. I was so into computers already that for me, it's like, I want to unbox it, you know, I want to install it, blah blah blah. But the problem is my parents had someone that for them and then all of a sudden there was a computer in my room. I was like, 'Ergh...'

Martin Feld

Oh, you didn't you didn't get to unbox, is what you're saying?

Vincent Ritter

No, nothing like this. But, you know, I mean, now when I buy something or when I bought this laptop a few years ago, you know, I really enjoyed the experience of unpacking and opening up and booting up. So that's always nice, and I enjoyed that. But, yeah, it's... it was nice to just have something dedicated, you know, just for me, obviously, and still some games on it. AppleWorks, it was still, still there. It was still the classic system OS, so it was nice. Nice to have something, you know, before that I had to go upstairs or whatever into the office and use it there.

Martin Feld

So what was it about that computer? Why that computer for your first personal device?

Vincent Ritter

I didn't have a choice.

Martin Feld

Oh, you didn't have a choice?

Vincent Ritter

No, I didn't have a choice there. It was just given to me. But it's grown on me because I like the colour. Red is my favourite colour. And for me, seeing the internals of that computer, you know, it was just like, wow, I mean, you know, CRT screen, all the cables connecting. It was a bit

Vincent Ritter (continued)

static as well when you touched it. You know, it was hot, you know, so 00:07:45
and a little handle. And the design was just, it was lovely. Nice to look 00:07:48
at. It wasn't this grey box from the dark Apple times. You know, I think 00:07:51
when John Sculley was there, I think he was the CEO or something. It 00:07:58
was like after Steve Jobs came back.

Martin Feld

Where did that computer take you from there? You said you installed 00:08:00
some games on it. You started to use it a bit. Obviously, you've had 00:08:03
that gaming past and now you're more comfortable with computers.
You've worked with websites and so on; that's what you've told me. 00:08:10
Where did you go from there? What role did the computer fit into your 00:08:13
life from that point onwards?

Vincent Ritter

This computer itself... I was trying to figure out a few weeks ago what it 00:08:18
was, but there was a little software where you could design your own
games. I don't know if it was HyperCard or I can't remember. But you 00:08:27
could have, like, story-based, multi-choice questions. You know, I'm 00:08:34
going left. And then you go to one section of the story or I'm going 00:08:35
right. I'm going forward. I'm opening the door. It was like a text-based 00:08:39
adventure, but with graphics as well. So I got really into that. And I 00:08:45
kind of tried to design like some basic games. I mean, I still have in my, 00:08:49
in my little sketches, I was, you know, drawing on a piece of paper like,
I want to do this, you know, I want to drive around in cars or
something. So that kind of was my interest. It was just this and 00:09:01
basically homework for school upstairs. We had upstairs, when I say 00:09:05
upstairs, it was like an office because my parents were at home to
have their own business. They had a PC as well, Windows-based. And 00:09:11
for me, that was the thing I used to most, actually, because it had the
Microsoft Flight Simulator on it.

Martin Feld	Oh, the flight simulator.	00:09:20
Vincent Ritter	Yeah.	00:09:22
Martin Feld	Right, so that matched your interest as a pilot.	00:09:23
Vincent Ritter	Exactly, yeah. So I kind of was between those two all the time. So until I got my own PC. Yeah and I spent years on that. My interest in computers is a bit boring, but I got really used to them like customising them. I could support them, you know, if something went wrong, like printers and everything, because I always helped around upstairs, you know, with my parents, 'Oh, we, we want to install this printer, can you do it?' Disc in, and all that stuff or floppies.	00:09:25 00:09:33 00:09:45 00:09:55
Martin Feld	Yeah.	00:09:59
Vincent Ritter	So, you know, it kind of naturally build it like this. And in a way, I like technology.	00:10:00
Martin Feld	To me, it sounds like you were developing a very decent knowledge of the workings of the computer, which isn't necessarily the case for everyone. From there, you've got your iMac, you had a PC later as well, you said, on top of that, so you're kind of between the two systems. Where did you feel that you went from there in terms of development? You were talking just then about things like HyperCard or designing your own games. What was the motivation there? Where did it take you?	00:10:04 00:10:13 00:10:22 00:10:26 00:10:30

Vincent Ritter

I had an interest in gaming. I mean, you know, instead of homework, I was playing games. You know, I went through school but differently because it was very hard for me emotionally as well. But some kids aren't nice, you know. So that's what it was.

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Martin Feld

Sure.

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Vincent Ritter

For me it was like a bit of an escape, you know, from all that... and development... I didn't really take my gaming development further. I kind of stopped there because then I got interested into the flying bit, you know, like doing the flight simulator and just learning about this. And that's why I say 'boring' because this is well, that's all I was doing, really. I was playing, you know, some games on PlayStation, but then I Flight Simulator, Flight Simulator, Flight Simulator. For me, you know, it was very interesting. You know, again, aeroplanes are very technical. Some of them have, like, you know, all the computers and you need to set them up for the flight and everything, which then carried onto my flight training later on when, you know, I hit the age where I could fly.

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Martin Feld

So you do the actual flight training?

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Vincent Ritter

Yeah, I finished all my flight training. I had a frozen airline transport pilot licence. I did all the training from zero to all the way to I can apply to airlines to fly the aeroplanes basically.

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Martin Feld

And that term was frozen, you said?

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Vincent Ritter

Yeah, because you needed a specific hours on jet and at the airline in order to unfreeze it, so....

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Martin Feld

How was that for you? What was the experience of learning to fly in an actual plane after years of interacting with it virtually in a computer? 00:11:49

Was there a similarity or did you feel completely removed? 00:11:58

Vincent Ritter

It's very similar in terms of what you see, but obviously the feelings, 00:12:01

you know, there is no feeling of actually flying when you sit at the

desk, you know, and those feelings for me and the sounds, especially

the sounds, I mean, for me, for me the sounds are important, the

feelings and you don't get that on the computer, really. I mean, you can 00:12:19

wear headphones, but it's not the same thing. You're turning left and 00:12:21

you feel this little bit of a nudge and you turn right, you feel this nudge,

bit of turbulence, you know, or you turn air-conditioning on in the

aeroplane and you feel the sound, you feel it on your face, you know,

that kind of stuff.

Martin Feld

And does your enthusiasm for flight continue? 00:12:34

Vincent Ritter

It does, yeah, but I'm not interested to do it in a commercial level. I 00:12:36

mean, you said before taking it from the computer to the real flying.

Martin Feld

Yeah. 00:12:45

Vincent Ritter

And the waiting for it, the actual waiting, you know, many years just 00:12:45

flight simulator and then actually flying. But then there was also this 00:12:51

waiting between doing the training and actually flying for the airlines.

Unfortunately, this airline part never happened. 00:12:57

Martin Feld

OK. 00:12:59

Vincent Ritter

So I was waiting for like 10 years or 15 years, you know, and then I got 00:13:00
to this point. I'm like, OK, it's all like no. 00:13:04

Martin Feld

And how was that? 00:13:08

Vincent Ritter

Difficult. 00:13:09

Martin Feld

Mhm. 00:13:10

Vincent Ritter

This was the area, I mean this time period I was in my early 20s then, 00:13:10
so I mean, we skipped quite a bit but I was in my early 20s then and
this is why I took on development.

Martin Feld

OK, so you've broken away from the flying interest at this point and 00:13:23
development is now the direction. What was it about development that 00:13:29
pulled you in that direction as an alternative?

Vincent Ritter

OK, so we're flying. It's a problem yourself, right? Not every flight is 00:13:34
the same. With development, I kind of was thrown into it. I already had 00:13:38
the obviously knowledge of computers I was really good with them. I 00:13:44
could sit with someone and solve their problems. I gained that 00:13:47
knowledge in the past. With development, you also solve a puzzle, 00:13:49
right? I was kind of thrown into that. Someone promised me, oh yeah, 00:13:53
you can do some flying with the company because this company I
worked for, the boss had an aeroplane, so I was like, 'Yeah, fine, I'll
help you, but you promise me flying as well'. Yeah. 00:14:07

Martin Feld

And that was your incentive? 00:14:07

Vincent Ritter

Yeah, because I wanted to build hours, you know, because with flying, you have to build hours and I wanted to step up in the ladder basically to get experience. So I did that, but then it all—quicksand—disappeared. So I started doing like custom spreadsheets for them to work out costs of certain things, you know, they were doing. I was helping with a development team that already had two people they had. And I kind of became the manager for that. It's interesting for me anyway. Like the Web is interesting, especially from my early experience. I mean, not to mention I also had my own website, which I created with iWeb. Remember that? iWeb?

Martin Feld

I do remember iWeb, very fondly.

Vincent Ritter

Yeah, yeah, so that's cool.

Martin Feld

That's interesting. Just a brief question about iWeb, because I know you said before that you did a bit of, you know, 'What You See Is What You Get' and there was the Adobe tool. Naturally, there's a lot about web development that wouldn't really involve 'What You See Is What You Get', but iWeb is a very, I might say, consumer-focussed tool. It has maybe a different feel or vibe or it's certainly had a different intention from other tools. So, yeah, what was it about iWeb that you enjoyed?

Vincent Ritter

For me, I didn't understand HTML or CSS because, for me, I didn't really have an interest. For me, it was just all about flying aeroplanes. So that was my interest. So I did OK with that. But with actual learning, again, something new, HTML, CSS, I mean, to be fair, I was young and dumb, so I had a limited scope. But I want to do this and I'm not going

Vincent Ritter (continued)

to, you know, look at the world around me.

Martin Feld

That's fair, no problem with that. 00:15:39

Vincent Ritter

Tunnel vision, you know, which ultimately bit me a bit, so... but you 00:15:41

know, it happens, one of those things in life. But with iWeb, you know, 00:15:51

it just did it for you. I could, I could play something and then I could 00:15:53

publish it. And there it was, you know, working. That's kind of what I 00:15:56

enjoyed. Same with Adobe PageMill, I mean, it wasn't dynamic. I had to 00:15:59

do every page etc., over and over and over and over. So it wasn't ideal. 00:16:05

Yeah and with iWeb, it was kind of similar. You know, I wanted 00:16:07

something simple. I didn't really have the capacity to learn something 00:16:11

new because I was doing the studying as well for the, the flying part.

And that's what I like. It was quick, easy. I was a consumer. I wasn't 00:16:19

really a pro in the development world.

Martin Feld

I remember using iWeb, but I think I was maybe a bit younger than you 00:16:25

were and I had even less of an idea. So if you think you were young 00:16:29

and dumb, I was younger and dumber...

Vincent Ritter

Dumber! 00:16:32

Martin Feld

...to be fair. But what did you put on this website? How did you use 00:16:32

iWeb considering it was your personal site?

Vincent Ritter

I had, I've got loads and loads and thousands of pictures of me going 00:16:41

flying.

Martin Feld

Wow. 00:16:45

Vincent Ritter

So I had galleries, you know, of this is my trip here. This is my other 00:16:46
trip. This is the other trip. So I had this website just with a gallery and a 00:16:50
little bit about myself. That's, that's all it was. And, you know, with 00:16:56
iWeb, you could have really gorgeous galleries, as I did. And I was an 00:17:01
Apple nerd, so obviously I was into everything Apple, you know, I tried
to use it as best I could. I mean, there were like other tools, I think 00:17:09
Dreamweaver is similar, but I didn't touch that.

Martin Feld

So this was in the period before the kind of social media that we take 00:17:14
for granted now? So you were, you were assembling a site to show 00:17:18
your own identity, it sounds like.

Vincent Ritter

Yeah, I'm trying to remember if we had social media then. I think we 00:17:22
had MySpace, but I wasn't really into that stuff, to be honest. I still not 00:17:30
am! Try to avoid it. 00:17:33

Martin Feld

So what appealed to you about having a website built with something 00:17:34
like iWeb, as opposed to a social media site or network like MySpace
at the time?

Vincent Ritter

To be honest, I never thought about it. For me, the appeal was Apple. It 00:17:43
was easy and I could do it on my computer and I could showcase it to
some friends. And that's all I managed, you know, to send them an 00:17:53
email or others to my website, have a look.

Martin Feld

And what is it about the Apple aspect that's appealing to you? 00:17:58

Vincent Ritter

So with Apple my parents always used Apple. So for me, I grew up 00:18:01
Apple-only. If you, if I looked at Windows, I was like, 'Ergh...! I mean, I 00:18:07

Vincent Ritter (continued)

understand it now for me. You know, I exploded, obviously, and I don't like it. I never liked it. With Apple, it always seems a bit more polished. You know, they take the user into account and it's not so corporate-looking. You know, it's more human. And that's what I like about Apple. You know, they were the underdogs.

Martin Feld

That's interesting that you use the word 'human'. Going back to where you said that you were developing for that company and you were doing things like the custom spreadsheets and solving problems and that was your motivation. Where did you go from there? What was the next step?

Vincent Ritter

So the next step was I, as I said before, the... they had to develop us. They were developing websites for this company. It was like an e-commerce thing. And I was in charge of managing the e-commerce website, not in terms of getting the products on there, but technically. So I started learning about servers. We had two developers that were really good at what they were doing. I'm still very good friends with one of them. I was managing them and they always promise me, 'OK, we'll kind of teach you how to code'. Because I said, 'You know, I have an interest, I really want to', because all the time it became apparent I will never fly an aeroplane in my life again. So...

Martin Feld

So coding was that alternative?

Vincent Ritter

Yeah, so I obviously, by chance this alternative became coding, right. Then they got rid of the developers and ultimately they made me redundant. So I was looking for a job and the boss of this company said, I know someone where you can do development. So I said, 'OK,

Vincent Ritter (continued)

fine, I learn development'. It was either that or working for an Apple reseller, says, 'OK, I'll do coding'. Even though this coding was all Windows-based. Right so for me it was like a big, you know, tear in the middle: Apple reseller or do I learn to code on Windows?

Martin Feld

A bit of an existential crisis? 00:20:02

Vincent Ritter

Yeah, it was, it was terrible. It was one of those hard decisions in your life. And it was like, which road I go down, which path, you know? So I decided let's do Windows. Even though I hate Windows. 'Hate' is a strong word. So that's what I did, I went and started coding there and then that's why I kind of started with the development front, really.

Martin Feld

You've made the decision to go down the hard road of Windows development, not what you probably anticipated being an Apple nerd, as you called yourself. Very interesting. 00:20:23
00:20:31

Vincent Ritter

Yeah. 00:20:32

Martin Feld

So what were some of those experiences that you had as a Windows developer? What did you learn in that period that pushed you further from maybe even those iWeb experiences that you were talking about or the Adobe and those WYSIWYG website experiences? 00:20:32
00:20:38

Vincent Ritter

This company I started working for, they were a web-development company. So they do websites for businesses and they wanted me to learn the basics, so HTML (hypertext mark-up language) and CSS, which is cascading style sheets, and they all got together to style your page and make it look nice. So I was sitting with them for a few months 00:20:48
00:20:51
00:21:07

Vincent Ritter (continued)

and learning that basically, you know, shadowing someone. But then 00:21:14
came also the dynamic aspect of it. OK, this person is making a 00:21:16
website. They want to put a title on this page. And this is the content 00:21:19
management system we're using, so I had to learn the programming
language for this content management system. Step by step, I learnt 00:21:28
more and more and more. Obviously, for me it was still new because I 00:21:31
was like, how does this all tie together? You know how if I make a 00:21:35
mistake, why did why did it happen? But, you know, over time, you just 00:21:38
one day it just clicks in your head and yes that's, that's why so. Well, it 00:21:46
was still difficult for me because we had old PC computers, I don't
think to invested really into new stuff. I mean, you know, each company 00:21:53
has their own politics—I don't want to get into because it's boring—but
for me, they didn't teach me enough and I wanted to learn more. I had 00:22:01
this, I don't know, I just wanted to learn more. So I was sitting at home 00:22:04
doing more and more. I mean, through the business, I was, you know, 00:22:09
doing more or more than I should just to learn more about it. For me, it 00:22:16
was like a big puzzle, a big problem that had to be solved for me to
have this thing from my flying or maybe a character flaw. If I made a 00:22:26
mistake in my flying, I always know it's why did I make this mistake?
How can I do it better next time? And that I took into my coding as 00:22:30
well. Why is it so slow? How can I improve this code? Why is it not 00:22:35
working? How can I prove it? And, you know, it's this cycle, this 00:22:39
constant cycle, and that just for months, years, and then that just took
me to new levels. I can learn it quickly. It's just the way my, not with 00:22:50
everything, I can't learn everything very quickly. But with coding for 00:22:55
me, because I have this interest in computers, somehow I can just, you
know, as problem-solving, basically I can take on board a bit quicker.

Martin Feld

So it's a passion? 00:23:03

Vincent Ritter

Yeah, it's a passion. And over time it turned into a passion. Basically, 00:23:05
you know, it replaced my flying passion. And there was like a five-year 00:23:11
period where I was like still like, 'Oh, flying, this is just temporary'. I 00:23:16
wanted to fly in... temporary, coding's temporary, but over time now, I
can't see myself doing anything else, really.

Martin Feld

So you said that something was missing in what they were teaching 00:23:23
you, right? And that you looked for something to fill that gap. 00:23:28

Vincent Ritter

Yeah. 00:23:30

Martin Feld

You know, you're striving to learn more. You're striving to fill in that 00:23:31
gap. What was that gap and how did it end up confirming that the 00:23:35
coding thing was no longer the temporary thing?

Vincent Ritter

So the gap basically was they just chucked projects at you and they 00:23:43
expected you to do it, but then everyone else was basically not to
teach you. So in a way, you had to pick it up yourself, even though I 00:23:52
just said I'm quicker on something. Sometimes it's very slow process 00:23:57
as well. You know, you need to iterate and iterate and iterate just to get 00:23:59
something, you know, even if you do it 300 times. But then one time it 00:24:05
clicks. But at work it was difficult because everyone's busy. They all 00:24:07
have their own projects, all the developers, and there was not anyone
really assigned to help me. And if I was helped by someone I took away 00:24:16
their time as well, so I took my work home. To be fair, I shouldn't really 00:24:22
have... just to learn more and do many different things, you know, like, 00:24:24
OK, I know I'm learning the windows side, but I want to try and learn
maybe on the other specific things as well, you know, just to outweigh I
mean, balance, you know, the equation of it. You know, Windows is 00:24:39

Vincent Ritter (continued)

there, Apple's down there, so I want to try and balance a bit.

Martin Feld

And did you manage to balance those things? 00:24:45

Vincent Ritter

Yeah, certainly. I mean, now I'm all on Apple again, so it's certainly balanced now. 00:24:46

Martin Feld

And how did you achieve that balance? How did you swing things back in the Apple direction that you wanted? 00:24:53

Vincent Ritter

For me, it was just important to develop using hardware from Apple, right? When I was at this job, I basically just have been given a 17-inch MacBook Pro. On there, we had virtual software where you can run Windows, so I was doing the Windows-specific programming on the Windows machine, but everything else was just on the Mac, you know. That was very good because I could have it in my machine and keep them separate. And for me, that was for years, that was kind of my flow: virtual machine here with the code editor, and I have a Mac talking to the Windows things. I can run the website as I want to. And then it got better because the keyboards were great, you know, they didn't feel so clackety clackety clack. 00:24:58
00:25:03
00:25:10
00:25:21
00:25:25
00:25:34

Martin Feld

So the feeling was important? 00:25:42

Vincent Ritter

Yeah, I mean, the first thing I noticed when I started the job was clackety clackety clackety clack clack clack clack! I was like, 'Oh... what? Oh no!'. 00:25:44
00:25:50
00:25:50

Martin Feld

Was is that annoying? 00:25:52

Vincent Ritter	Very annoying. And that's when I started wearing headphones.	00:25:53
Martin Feld	Oh to block out the noise? That's what you mean.	00:25:57
Vincent Ritter	Yeah. One day I stood up because I was really unhappy with the keyboard. I walked to the Apple reseller, bought myself a USB keyboard from Apple, and I was like, 'Wow, I'm using that now'.	00:26:00 00:26:05
Martin Feld	One of the extended ones? That, that's what you're talking about?	00:26:14
Vincent Ritter	Yeah, the extended ones, yeah.	00:26:16
Martin Feld	With the black keys at that time or what was it?	00:26:17
Vincent Ritter	No, the white ones. That was one of those....	00:26:19
Martin Feld	Oh, the white ones.	00:26:21
Vincent Ritter	Yeah.	00:26:22
Martin Feld	And you were much happier at that point?	00:26:23
Vincent Ritter	Definitely.	00:26:24
Martin Feld	So once you were into this Apple development environment, you've swung the balance in the direction that you want. What did you start developing at that time?	00:26:25 00:26:31

Vincent Ritter

With my job at the time, you do websites, you know, like content management sites. And then because I got on well with the head of development and he kind of trusted me to learn things, I started doing custom websites as well. So, for example, we created a learning platform of questions. He showed me how to do a few things, how to do it properly, you know, and build everything from scratch. I mean, as you maybe know from my website, I like building stuff from scratch. I don't like taking off-the-shelf solutions and trying to make it bend around my will. So taking something from scratch for me, that was the next step, you know, like from zero building something. I mean, it's not into the Apple direction yet, but later. But I learnt, you know, how to encoding of like models like of a chair, and this is a model of a chair. You know, and the code you can reference that, you can call this chair in a function in the code not to get any technical. I want to get technical.

Martin Feld

You're welcome to, if you wish.

Vincent Ritter

I'll fail. Yeah, that just took it to the next level for me basically to have this understanding taking from zero and building this architecture, you know, and having this all in your head to build everything and keeping this in your head and writing clean code. I mean, yeah, it's messy at first. I mean, with every code you just try something and see if it works, yeah it works and then you iterate over it. OK, now I need to make it better because it was slow or it's just terrible.

Martin Feld

So you say it starts off messy and it gets cleaner, and you like this idea of starting from scratch. So how would you describe this feeling of coding?

Vincent Ritter

For me, I like to kind of compare it to cooking. You cook a meal, you have ingredients in front of you and you somehow need to make the meal, right? And for me, coding is very similar in that respect because I have to have all these parts and they all need to come together. I have these ideas; they all need to come together. And I need to write the code to make that happen. The app Gluon, I make, or Sublime Ads, I have my apps... not to self promote anything. This was all from scratch, you know, and I have ideas and I need to take it from zero and make something out of it. So with cooking, you prepare all the things you put in the pan, put in some sauces or whatever and hope it turns out OK, and then over time you just do the same meal again. Obviously you can't do with it coding. You have to rewrite everything from scratch. With coding, you can take a little bit and then I'm going to make this better.

Martin Feld

Side tangent—do you enjoy cooking? 00:29:00

Vincent Ritter

I do, yes. I'm not very good at it. Yeah, I do enjoy it. It's just yeah, I'm not really into, into it, but when I do, I enjoy them. I couldn't tell you what a chocolate soufflé will be. 00:29:02
00:29:11

Martin Feld

But you could try, you could try from scratch. 00:29:16

Vincent Ritter

Yeah, I could try. Yeah. Give me the ingredients. I'll try it. 00:29:18

Martin Feld

You mentioned a second ago: Gluon and Sublime Ads, which are your apps, or they're things that you've developed. Were they really, were they the first things that you had developed independently or was there something beforehand? 00:29:21
00:29:28

Vincent Ritter

No, there was something beforehand. I made websites on the side as well. I was I was still at this job. 00:29:34
00:29:38

Martin Feld

But this is for yourself? This is on the side yourself. 00:29:39

Vincent Ritter

No, not for myself, but for myself I started like um, not coding challenges as such, they came a bit later. But in hindsight, it was like a bit of a challenge because I was experimenting a lot because I wanted to learn more. I just did like little things like a Google map of pins on it and stuff. You know, I did kind of this kind of stuff, but nothing I put out in the world. I was really shy. I'm a shy person. I didn't really advertise myself. I didn't really have my own website either. I had obviously iWeb, but I didn't do anything with it, coding-wise, you know. 00:29:42
00:29:50
00:29:56
00:30:00
00:30:03
00:30:07
But with my own stuff, I started when my... when our daughter was born, I wanted to get into iOS development because for me, Apple, right? So I'm like an Apple geek, fan, fanboy. I wanted to learn to program for iOS because I really enjoyed the iPhone. I mean, I had the original one for a very long time and that kind of just opened a few new doors. And I learnt to code a white-noise app to help my daughter sleep better. But it kind of turned out that it worked on me! So that was my first real... my first real app for myself. I had someone help me with the design, a colleague at work. He designed it and we kind of worked on it together. He did the design, I did the coding. But yeah, that was my first thing. It was great. I really enjoyed it. I was sitting there until four, five, six in the morning sometimes just to make it work, even to me now it was simple at the time, was really so complex for me because my brain wasn't firing correctly, which is completely normal. 00:30:13
00:30:21
00:30:30
00:30:35
00:30:42
00:30:48
00:30:54
00:30:57
00:31:01
You know, if you don't know something, it takes you time to learn. 00:31:17
Yeah, I kind of enjoy it. And I like learning something new on the 00:31:21

Vincent Ritter (continued)

coding side. You know, I enjoy... I enjoy it. But yeah, that was my first thing. 00:31:24

Martin Feld

What was it that you enjoyed about that independent development? I mean, you said you started from scratch and you ended up helping yourself sleep better. So that's a benefit. But the process of learning those new things, how was it to do it by yourself, independently? 00:31:27
00:31:35

Vincent Ritter

Yeah, so I was following this company Basecamp for a very long time. There were 37 signals at the time. And I always like this idea of remote working, working for yourself. I really never liked the idea of having to work for someone, you know, with a boss. I think this comes from my dad's side, I guess, because, you know, they were always self-employed basically, they had their business. But I always had this keen interest in working for myself, for me to have the ability to do something myself, for myself. I wouldn't say it was liberating, but it was a nice feeling because I thought, *Wow, I actually have something for myself, not for a client, not for my boss, just for myself*. So that was kind of my first step on that, on that ladder. 00:31:44
00:31:48
00:31:54
00:32:00
00:32:06
00:32:14
00:32:22

Martin Feld

So really, it was iOS development that cemented that for you and brought you to independent development. So how did you get from that experience of the white-noise app to something like Gluon? 00:32:25
00:32:31

Vincent Ritter

I had like ideas for web applications as well that I wanted to do. But the problem is I lacked the knowledge to do it and with the iOS development, I kind of favoured this idea because, again, it was like Apple-specific and everything. Kind of with my job and everything, it was all web-based, web-based, web-based, web apps. Right? But I 00:32:38
00:32:51
00:32:57

Vincent Ritter (continued)

actually wanted to move into mobile development. Right? Mainly iOS, 00:33:01
because I didn't really think of Android. For me, Android was like 'Pfff, 00:33:04
whatever...!' You know, people change, right? 00:33:05

Martin Feld

Because you do Android development now, don't you? I think Gluon's 00:33:10
on Android.

Vincent Ritter

Yeah, yeah. So I wanted to concentrate on app development for iOS, 00:33:14
and this was kind of the transition where Apple went from Objective-C,
which was the programming language for a very long time to Swift.
And I really enjoyed Swift, the first three versions, they were amazing 00:33:24
because it was very similar to what I have learnt on the Web front at
my job. So I kind of learnt C Sharp first, which is the 00:33:33
Microsoft-equivalent programming language. It's called C Sharp. So 00:33:38
Swift was very similar to that and to some JavaScript as well. But my 00:33:44
JavaScript, which Gluon is built on at the moment, JavaScript, I wasn't
very good at JavaScript. I could do HTML and C Sharp but for me 00:33:49
JavaScript was like a bit hmmm... I'm not really confident with it all. I 00:33:56
can do basic things. I don't really understand it, which is kind of weird 00:33:57
because I know C Sharp, so I should understand JavaScript, but for me
it just didn't. Maybe because I didn't have enough experience, I didn't 00:34:04
use that much because it was like offloaded to some other developer.
Over time at this job, it was kind of a dead-end job. We moved as well 00:34:10
to Poland at the time, so I was still kind of remote-working for the... for
them. But it kind of became apparent that I was doing less and less 00:34:21
development for them. I was very good at the support. I helped people 00:34:24
problem-solving, you know, back to this problem-solving. I was very 00:34:31
good with support. You know, if someone had an issue, I could help 00:34:32
them, do nice screenshots or change the code because they had

Vincent Ritter (continued)

hundreds of clients, you know, and I could open a code. I could understand it, read it, fix it, deploy it and say, 'Oh sorry, sorry for the issue there'. But then over time, they kind of kept me on support because I was good at it. But I didn't want that. I wanted to develop. And then we come back to this promise of developing apps because I said to them, 'I want to go further, I want to develop apps or I want to do custom projects'. And they couldn't deliver that. Over time, I just said, 'Right, I'm leaving'. Basically, I left. My dad was very... I have a funny relationship with my dad, I haven't spoken with him for years, but then before, like a year before this all happened, we got into contact, you know, I was helping him move his websites and he kind of helped me for a year. He helped me pay the bills, basically. And I went did his websites and, you know, we kind of did that stuff. It was really good, so I enjoyed that—more website building. And then I could also have a bit of time to figure out what I want to do, because obviously my flying career is now out the window and I have this new interest. Those years I was employed, it was a difficult transition period for me because I had this idea of flying, flying, flying, and then coding is done here. I mean, you can't obviously see in the recording, but you can see, you know, flying is way up there and coding is down there. But over time it's just started, you know, dying down. But then that all went south too....

Martin Feld

Right... 00:36:04

Vincent Ritter

When that went south, I started... I wanted to learn the programming language, Ruby and a new framework called Ruby on Rails. And this is when I created my first personal app called Simple Schedule.

Martin Feld

Aha... 00:36:19

Vincent Ritter

This was my first kind of code challenge and I had a website already at 00:36:20
that point. Obviously, before that I created my own website. I was 00:36:24
blogging a little bit, didn't know what to do with it for years. And then I 00:36:32
started doing a code challenge for myself. So I said to myself, in a 00:36:36
month or three, I want to create in public... something. Simple 00:36:40
Schedule came up because of previous conversation fro with that. For 00:36:44
example, he said, 'I always wanted a scheduling app so I can easily
schedule, like music conferences or whatever'. So I said, 'OK, yeah we 00:36:51
can do something like that', but then we split up and that's the end of
that story... don't want to go further. So I did the Simple Schedule 00:37:01
because (a) I had zero income. I couldn't I didn't really have any 00:37:04
clients. I was very desperate. So, to take my mind off things I built that. 00:37:07

Martin Feld

And was that a difficult experience to construct that? 00:37:12

Vincent Ritter

Difficult in what way? 00:37:14

Martin Feld

Technically or in terms of time? Any way? 00:37:15

Vincent Ritter

Technically, it was difficult because I was learning the language, but 00:37:19
the language is very nice so I could build something that wasn't...
tutorials I went through. I went through the tutorials and then I applied 00:37:28
what I, you know, learnt previously about coding, you know, just kind of
just follow through. Once you know how to program, it's just a different 00:37:36
syntax, a different language, right? You just need to have the specifics 00:37:40
of the language. So it's kind of very similar. So, yeah, I kind of putting 00:37:42
the this idea this web app, because it was my first big web app. Take 00:37:48

Vincent Ritter (continued)

this, apply it to this new programming language and make it work.

That's the only way I can learn. I have to do something in order to 00:37:53

learn. I can't just read a book about it. And whilst I was doing that I 00:37:56

was also reaching out to friends, ex-colleagues. 'Do you know 00:38:03

someone?' You know, I even reached out to this company I was 00:38:04

working for, but they didn't have, didn't have any spots at the time,

which, to be fair, worked out in my favour.

Martin Feld

Oh how so? 00:38:14

Vincent Ritter

Well, because in... where I'm at now, I could have never gotten to the 00:38:15

step why I'm at now, if I would have been back at this company that I

was with previously.

Martin Feld

OK, and where would you say you are now as a result of all of that? 00:38:24

Vincent Ritter

For me, I now have a good balance between client work and my own 00:38:28

work. And if I didn't have this, I could never create Gluon or something 00:38:34

like this. I could not create the web app Simple Schedule or Sublime 00:38:38

Ads. I could not... I would have never been able to do it because I 00:38:42

would have been tied down to this job only. And again, I would be at 00:38:46

square one. And again, I would have the feeling of not, not working for 00:38:48

myself, basically. But yes, someone reached out to me. And from that 00:38:53

day on, they said, 'We want to look for JavaScript developer'.

Martin Feld

Mhm.... 00:39:01

Vincent Ritter

'We kind of know you anyway.' I said, 'Well, I'm not really good with 00:39:01

JavaScript'. And they were like, 'Eh, you'll get it in no time'. Now I'm a 00:39:05

Vincent Ritter (continued)

professional JavaScript developer, so a few years of that.

Martin Feld

And that has fed into Gluon, like you said.

00:39:12

Vincent Ritter

Exactly.

00:39:15

Martin Feld

What was the motivation for Gluon besides the fact that you now have the JavaScript under your belt? What was it that made you do Gluon, and more broadly, its connection to Micro.blog? How did that all happen?

00:39:16

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00:39:28

Vincent Ritter

I had a client project where we were working on a cross-platform app for a football team and the first version was terrible. It was slow. It was really slow because we didn't really know... it was two developers, myself and someone else. We were working together with it. And for me it was really, I mean, I'm jumping ahead a bit, but the end result was nice and then the second version was much better. But I'll get to that a bit. So once I did this cross platform app, a little light bulb in my head that, you know, I'm using Micro.blog, you know, I don't like any of the apps out there. No offence to all the developers that develop apps....

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00:40:02

Martin Feld

Just for you, yeah....

00:40:07

Vincent Ritter

After this thing, it's like I just want to do it myself. Yes, I have this developer doing it for me, but I just want to try this myself. That's where it started, basically, I started with this app, again, another code challenge really, out in the open. If you're used to how I develop for Gluon already, you can see I just do little things quickly, you know, get

00:40:07

00:40:13

00:40:20

Vincent Ritter (continued)

them out and then iterate over them. And I'm just... have a polish at the 00:40:29
end. I wanted to do something and blog about it because (a) I wanted 00:40:30
to blog more. And I wanted to see where my blogging takes me, 00:40:35
basically. So, yeah, that's how Gluon was born. I really enjoyed the 00:40:39
Micro.blog community and I wanted to do something. I said to Manton, 00:40:45
'Can I help you with something, you know? Do you have support? Do 00:40:48
you need help with support? I'm good with support'. (Manton being the 00:40:51
owner of Micro.blog.) You know, this was before I created Gluon, but 00:40:55
then I was looking at the app landscape and there wasn't really
anything; there wasn't really an Android app either. And I thought, you 00:41:03
know, this is kind of perfect to take what I've learnt from this football
application we did, and apply it to something that I enjoy myself.

Martin Feld

I'm really interested in the sense you said earlier that you describe 00:41:14
yourself as a shy person. Right? But at the same time, you're 00:41:19
comfortable or at least willing to develop tools in public and no less,
you know, on what is essentially a social network. So what would you 00:41:30
kind of say about the experience of doing something like that when
you describe yourself as a shy person? And what does the Micro.blog 00:41:36
community maybe have to do with that? Because it is, it is a specific 00:41:40
community that you're developing for.

Vincent Ritter

Yeah, so when I'm shy, I have problems with social interaction, right? 00:41:44

Martin Feld

Sure... 00:41:47

Vincent Ritter

And I always think, *Damn, I said the wrong thing*. Because for me, 00:41:47
sometimes I'm very... I'm really overselling what I know. For me, I just 00:41:55
say the wrong things too many times, right, and I'd rather not say

Vincent Ritter (continued)

anything and stay back. But for me, I wanted to blog about it because 00:42:04
then I was accountable for it.

Martin Feld

Mmm.... 00:42:08

Vincent Ritter

Right? I didn't want to do it in secret because I if I did it in secret and 00:42:09
then, 'By the way, there's an app', I would have never done it. It would 00:42:15
have never worked. And from blogging from the Simple Schedule 00:42:17
project, it became apparent because I was on Micro.blog as well. You 00:42:24
know, people started commenting on it. They gave me feedback. And 00:42:27
for me, that kind of reinforced like wow, this feedback loop that I'm
getting, I mean, not only are the people amazing on Micro.blog, it still
is and I hope (touch wood), it will forever be like this. (Ha, fake wood!). 00:42:39

Martin Feld

Still, still works.... 00:42:45

Vincent Ritter

Yeah. Still plasterboard, or whatever... IKEA furniture. Yeah. You know 00:42:46
what my desk looks like.

Martin Feld

That's right, it has been featured, that's correct. But yeah, you were 00:42:55
saying that the blogging...

Vincent Ritter

Yeah. So this feedback loop, you know people giving me feedback. I 00:43:01
enjoyed that, you know, getting a bit of feedback, especially initially
because I felt so with Simple Schedule I felt really down and it really
helped me pick myself up. Right? This kind of sense of community 00:43:14
around this project, even though if people aren't interested in it. But 00:43:19
what's nice for me, I mean, Micro.blog was the kind of I wouldn't say
niche, but it was still small enough, you know, for a small group of

Vincent Ritter (continued)

people, you know, to get to know you easily. But yet that kind of grew my confidence a bit. And then I kind of thought, *Oh, this blogging thing is actually quite cool and I enjoy writing about it, even though my writing is terrible at times. You know, I'm learning to write a bit better. I'm learning to write down the process a bit better. I'm getting a bit of feedback from people. Yeah. So that's kind of why I did Gluon, because it was very exciting for me. What I want, I didn't want to stop myself because I didn't blog about it. I didn't want to keep it secret. I thought, you know what? If someone wants to steal it, fair enough. You know, I'm not going to have any grudges, maybe some developers don't want to say anything because 'Oh, no this is a trade secret, you know, I don't want to say anything'. But for me, it's like if you copy me, fine, this is my take. You have your take.

Martin Feld

So you're very open about it. 00:44:14

Vincent Ritter

Yeah. So you create 'Muon'. I create Gluon. Fair enough! 00:44:16

Martin Feld

The similarities are there. 00:44:20

Vincent Ritter

Yeah. 00:44:21

Martin Feld

So I mean, blogging is one thing but you also podcast about your work. 00:44:21

How is that different for you? 00:44:26

Vincent Ritter

So podcasting. I always had an interest in podcasting because you 00:44:28

know Apple they always had a podcast app... iTunes, Podcasts. And for 00:44:36

me I was like interesting as well. I mean, my accent might sound a bit 00:44:38

weird because I have like German, slash English, slash whatever

Vincent Ritter (continued)

accent. I'm Geordie... northern England, especially when I'm tired. So, 00:44:45
you know, I would never be at the level of Americans like, 'Yeah...' oh,
always so happy. But I had like those interest in the back of my mind, 00:44:59
you know, podcasting just the word 'podcast'. Right? But again, it takes 00:45:04
a lot of will to do it. Jean MacDonald from Micro.blog invited me onto 00:45:09
the Micro Monday podcast, Micro Monday, and that was kind of my
first podcast, my first recording, and I tried something before that with
a friend of mine. Well, we never kind of released it. So yeah. And then 00:45:22
after this podcast, I was motivated to try something. I'm yet to do 00:45:29
episode 30, but yeah it's good. I feel a bit more comfortable speaking 00:45:33
to myself into the microphone.

Martin Feld

And how would you describe the difference between speaking your 00:45:40
own ideas to the microphone versus writing them?

Vincent Ritter

That's interesting. I mean, I think they can go hand-in-hand. You know, 00:45:46
if you write something, you could go into more detail or you miss
detail. With talking, you obviously talk about it, but you put more of 00:45:55
your thought process into the, into the podcast, into the episode, into
the recording, you know. So I think that's kind of important as well, 00:46:04
because then you create a context around what you're talking about
and what your thought process is, because I might not put that on
paper as such, you know, but it's something I enjoy now. You know, it's 00:46:18
another little tick in the box, podcast, app or whatever, you know, just
ticking off those little things that you want to achieve in life
professionally and personally, personally, you grow as well.

Martin Feld

So tying all of these things together, you've done a lot of different 00:46:32
things and you're doing different things simultaneously. You've used 00:46:39

Martin Feld (continued)

words like independent or professional, personal. How would you define yourself? 00:46:43

Vincent Ritter

I don't know. That's a tough question; don't ask me that question. 00:46:45

Well, I'm a different person, definitely to my young self. Obviously, I 00:46:50

still make mistakes, stupid mistakes. And that is hard for me to answer, you know? 00:46:58

Martin Feld

No, no, no. I might have been too broad. I mean, you do things like the 00:47:00

blogging and the podcasting and the development. How do you think 00:47:06

of yourself in terms of a creator? What is your role as a creator or what 00:47:09

do you do if someone asks you such a question?

Vincent Ritter

Yeah, no one asked me that question ever. For me, it was always hard 00:47:14

to put my ideas into reality. So for me now this comes a bit more 00:47:24

naturally, because obviously you have this. I was very creative in the 00:47:28

past. You know, ideas have ideas and ideas. I want to achieve this. I 00:47:30

want to achieve that. But I could never achieve it. Why? It probably 00:47:34

doesn't answer your question.

Martin Feld

No no, that's good, continue. 00:47:39

Vincent Ritter

Now, if I have an idea, I can execute on it. I mean, it's a very posh word. 00:47:40

I can, you know, do something with this idea and make something. And 00:47:44

I feel much more comfortable doing things, which helps me personally

and on a professional level, if a client comes to me, 'We need this kind

of functionality, can you do it?' You know, in the past, I'd be like, 'Oh, 00:48:00

I'm jumping into the deep end here'. But now I feel very more creative 00:48:03

around a certain problem to be able to solve that. And that's just 00:48:08

Vincent Ritter (continued)

through the process of doing different things and coming across different things. So creatively, it helps me because I can take my creative ideas and put them to use. And then that leaves room for something new, more ideas.

00:48:15

00:48:21

Martin Feld

Which feeds into your idea of learning, constantly.

00:48:25

Vincent Ritter

Yeah, exactly. Yeah. Learning constantly. Yeah.

00:48:28

Martin Feld

Is there anything that I haven't asked about or something that you would want to mention that that I didn't touch on?

00:48:31

Vincent Ritter

If we talk about myself, no, not really. I mean, if you ask the questions, you know, I mean, there's lots of gaps, obviously, you know, like over time, now that I have a bit more leeway of client work. You know, I can do a bit less of client work because I'm a bit more comfortable financially, let's say. I can do a bit more exploration on my personal front. If I didn't have to, if I would be too stressed about client work, I would never be able to create what I, what I do now. It's nice that I have the flexibility now, which I never had in the past. But then again, that ties into the creativity of everything, because I can let my creativity loose, even though sometimes I don't touch an idea for years. Right? So I have lots of ideas. I write them all down like Gluon was, like a quick idea. And then I rewrote Gluon because I thought, *No, it's just too slow*. And through this rewriting, I went back to the client and saying 'This is how we should do it'. And then we did a version two app, you know it all kind of ties in. And I'm getting personal experience and I can take this to my clients. And, you know, again, I'm balancing all this. So sometimes more client work means a

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Vincent Ritter (continued)

bit of a bit less personal work. But then it kind of swings in the way 00:49:48
because what I learnt here, I can, what I learnt on the client front, I can
put into the personal front and what I learnt on the personal side, I can
put it back into the... it's like a feedback loop, right? OK, this is how I 00:50:02
kind of go about it. And then through experience, just things get a little 00:50:05
bit easier. Obviously, it's like new things to them because I want to 00:50:07
rewrite, for example, Gluon. I don't want to talk too much about Gluon, 00:50:11
but you know for me again, it's like I need to learn it from scratch
basically, but I enjoyed this process. I mean, I did. I want to have my 00:50:19
feet up on the couch and do nothing and just yeah, people paying for
my services. But that's the reality. 00:50:27

Martin Feld

Without the work.... 00:50:30

Vincent Ritter

Yeah.... 00:50:31

Martin Feld

We can all dream, can't we? 00:50:31

Vincent Ritter

Yeah. You know, with podcasting, blogging, this takes many years, you 00:50:32
know, to shift. I mean, look, you invited me kindly to this because I 00:50:38
don't know, maybe you listen to my podcast. You read my blog. Yeah. 00:50:44
It takes time. You know, five years ago, I would have not thought I 00:50:46
would be here. I mean, I can't predict the future, obviously, but I'm 00:50:50
happy where I'm at now. And for me, the loss of this dream as a child, 00:50:55
you know, a childhood dream. It was very, very hard for me. But I got 00:51:00
past that, you know, that was kind of the most difficult I mean, not the
most difficult thing in my life, but it was very difficult just to lose hope,
lose grasp, you know. But now to have this anchor of: I can sit on the 00:51:14
computer and create something that I want, this is very empowering

Vincent Ritter (continued)

and that might be the right word. You know, it's like really, it's good. 00:51:22

And for me also, it helps other people. As I said in the past, before my 00:51:25

support roles in my other job, I was good at support. And I kind of can 00:51:34

apply this as well now. And it's a really nice balance. I mean, it's not 00:51:37

perfect, but for me, I've grown a lot. I've grown up: I've got beard now 00:51:41

and I've got no hair!