

# **FROM IC TO MANAGER**

How to become “scalable”  
beyond code ?

# DEV/SUMMIT

<MOVE\_  
FORWARD/>



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And previously again: a staff and  
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# Who is this talk for ?

## You might be

A senior engineer/architect considering management

A newly promoted Engineering Manager (EM)

A tech lead feeling the pull of people leadership

## What you'll walk away with

A new Definition of Done for your own work

Practical delegation frameworks

Tips to stay technically relevant without being a bottleneck

The psychology behind the "new manager bugs"

78%

of engineers report  
impostor syndrome at  
the leadership  
transition



## The core misconception

Becoming manager is not a promotion

Management is often seen as a vertical promotion that rewards technical excellence



**Reality:** Become a manager is a career change, not a step. It requires new skills, rebuild his professional identity and way of working.

# OUR JOURNEY TODAY

## The IC World

How your typical day look like when you're an individual contributor

## The Trial

First pain points and frustration as a manager

## Take away

Some left tips and tools to go deeper

When to move from IC to management

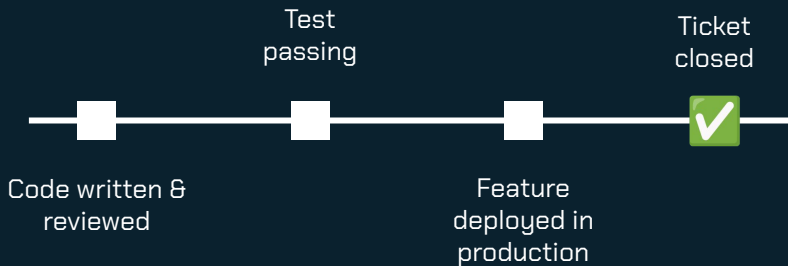
## The Transition

Ideas to move from scaling systems to scaling through people

## Scale as a manager

# The IC World

## Individual contributor journey



Definition of Done  
is clear



Dopamine feedback  
loop  
instant



Success criteria  
binary & measurable



Impact attribution  
direct & personal

# The Call to Adventure

Impact outside the team

## The realization

- Team can't ship fast enough, not for tech reasons
- Cross-team coordination is costing weeks

**The org's scalability bottleneck is not technical, it is human**

**You have reached the limits of individual contribution**

## The opportunity

- Lead the team that builds the software
- Shape the architecture of how people work
- Grow others into their own expertise

**The choice to become a manager to leverage your impact at the organization level**

## Refuse the call

### Reasons to not make the switch

#### Fears that are real

- “I’ll become technically obsolete”
- “I’ll be bad at the soft skills stuff”
- “I’ll miss shipping real code”
- “What if I’m not respected without being the best coder?”

#### But fears are part of the process

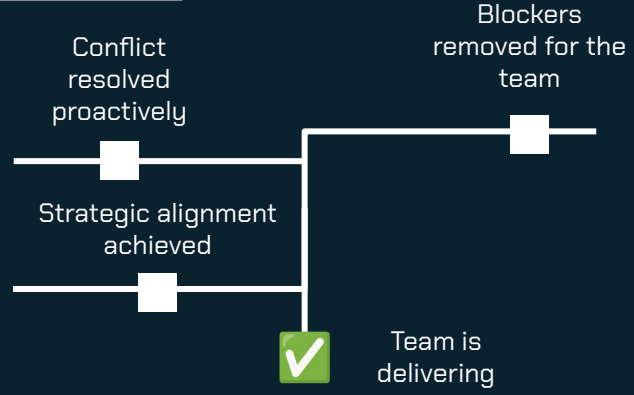
- 78% of engineers report impostor syndrome at the leadership position
- These fears are universal, not personal weaknesses

It’s a signal you’re growing, not failing




# You make the switch


Congratulation: your DoD just died

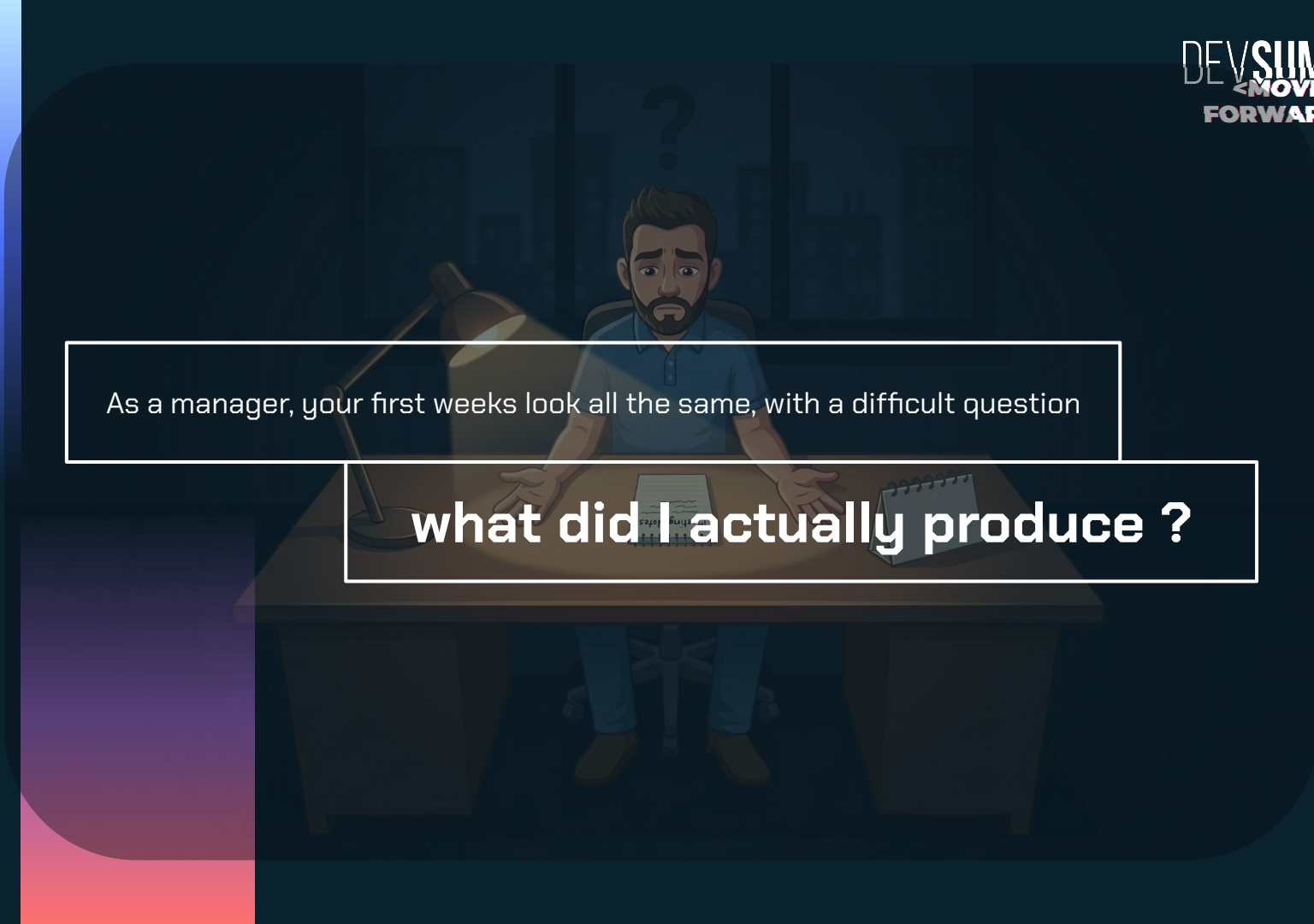


Definition of Done is unclear

  
**Dopamine feedback loop lost**

  
**Success criteria uncertain**

  
**Impact attribution indirect & team related**

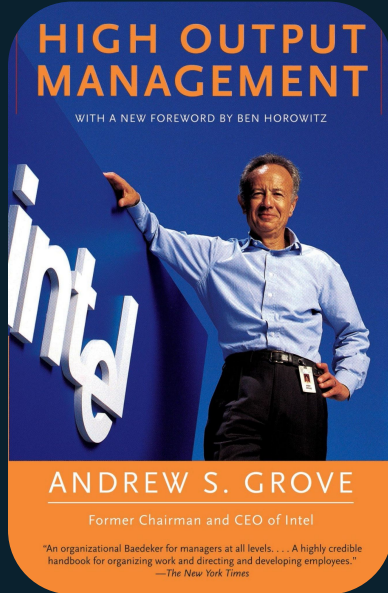


As a manager, your first weeks look all the same, with a difficult question

**what did I actually produce ?**

## Andrew Grove

Former chairman and CEO of Intel



A manager's output =

the output of their organization

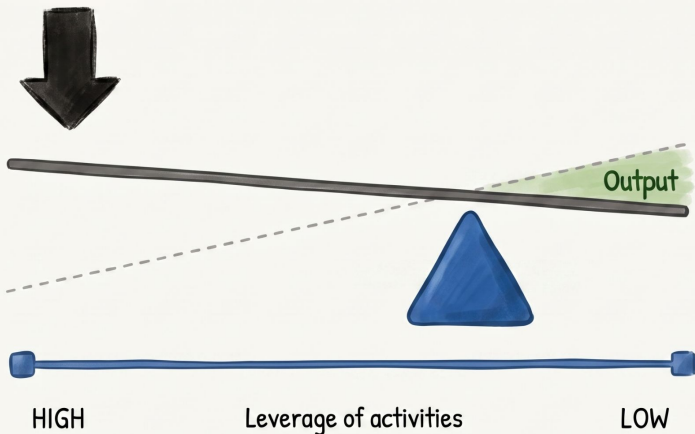
+

the output of the neighboring organizations under  
their influence

## Scale your impact

Focus on high leverage activities

Application of finite  
resources  
(time, attention, budget)



### Additive model

*Focus on symptom solving,  
micromanagement, high volume of  
meetings, routine tasks*

**Impact** = your output

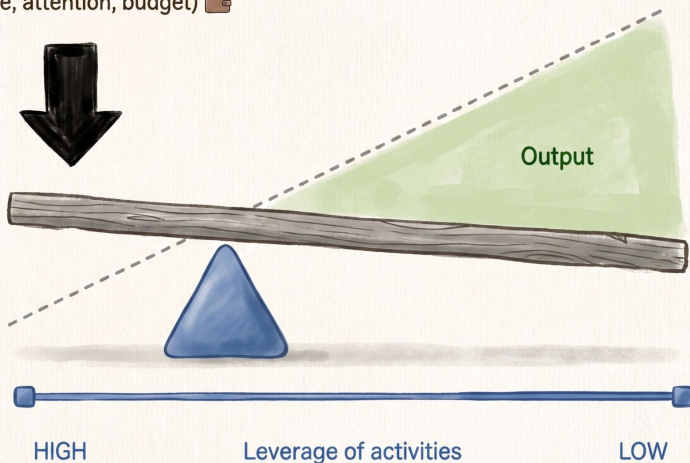
**Scales linearly** with hours worked.

**Hard ceiling:** ~1 person's bandwidth.

## Scale your impact

Focus on high leverage activities

Application of finite resources 🕒  
(time, attention, budget) 📁



## Multiplicative model

*Focus on training and onboarding, process definition, delegation, recruitment*

**Impact** = team output × your influence

**Scales with the size of the system** you build.

**No ceiling:** except your architecture skills.

# Withdrawal Keyboard Syndrome

Worst of both world

**BUG#1**



Often, new managers try to be "Manager + Senior Dev" simultaneously. Research shows this is highly unstable and predictably fails.

## Why it fails

- Engineering requires uninterrupted deep focus (flow state)
- Management is inherently interrupt-driven
- You can't optimise both simultaneously

**You fragment your own cognitive bandwidth**

## The consequences

- Manager keeps the hardest, most interesting tickets
- Manager becomes SPOF, meetings fragment delivery
- Team is starved of growth challenges

**Both management and engineering quality collapse, teammates leaves**

## How to become scalable

Stop being the doer: start being the multiplier

### The Time Fallacy

*"Nobody does it as well or as fast as me.  
It's more rational to just do it myself."*

Short-term arithmetic is correct !  
30 min yourself < 2 hours to train  
someone

- **But this thinking creates a Bus Factor of 1 - you stay on an additive model**

### The Compounding View

Invest hours now → **save weeks of recurring work**

Refuse to delegate → **starve your team of growth opportunities**

The **70% heuristic**  
if someone can do it 70% as well as you,  
**delegate it immediately**

## Task-Relevant Maturity

source: Andrew Grove - High Output Management

Delegation as an algorithm

Delegate based on the person's maturity for the specific task.  
Not their seniority level overall.

**LOW**

**Tell & structure**

**Provide specific "how" instructions and follow up**  
**Goal: teach and build foundations.**  
**Be directive**

Well adapted in 1:1 situation and operational tasks

# 7 levels of delegation

Go beyond TRM to deal with your team

1	Tell	Manager decides unilaterally, informs team. <i>E.g. P1 incident, legal mandate.</i>	<b>I decide</b>
2	Sell	Manager decides, explains reasoning, seeks buy-in. <i>E.g. strategic arch change.</i>	
3	Consult	Gathers input, retains final authority. <i>E.g. new system design with business risk.</i>	<b>WE decide</b>
4	Agree	Consensus decision as a peer. <i>E.g. team code standards, library choices.</i>	
5	Advise	Team decides; manager offers perspective only. <i>E.g. senior choosing test tooling.</i>	<b>YOU decide</b>
6	Inquire	Team decides and acts; informs manager after. <i>E.g. daily implementation choices.</i>	
7	Delegate	Full ownership; no oversight needed. <i>E.g. specialist domain, internal team rituals.</i>	

Define clear responsibilities, avoid frustrations

RACI matrix for the rescue

**IDEA#1**



New managers often overstep their new role to handle tasks that are no longer their responsibility, creating frustration within the team

Letter	Role	In Engineering Terms
Responsible	Does the work	The engineer(s) writing the code / implementing the feature
Accountable	Owens the outcome	The tech lead or EM who signs off on quality & delivery. <div style="border: 1px solid black; padding: 2px; display: inline-block;">One person only.</div>
Consult	Provides input	Senior engineers, security, platform teams whose advice is needed
Inform	Kept updated	Product, stakeholders, other teams that need visibility but not decisions



### What you should aim

- Their meeting, not yours: **they set the agenda**
- Weekly, 30–45 min, **never cancelled (or at least move)**
- Career, blockers, wellbeing: not status updates

**The place where trust is built or destroyed**

### Common failure modes

- Turning it into a project status meeting
- **Skipping** it when you're "too busy"
- Doing all the talking
- Never asking about career goals

**A place where you're micromanaging your teammate !**

**The signal:** If your engineers only surface problems in all-hands or on Slack/GChat, your 1:1s aren't working.  
Psychological safety is created one conversation at a time.

## Micromanagement

The paradox of under-management

**BUG#2**



By trying to over-manage the how, you critically under-manage the what matters: vision, conflict resolution, alignment, and team growth.

### The damage

- Destroys trust and autonomy
- Engineers stop thinking, just execute
- Innovation evaporates

**Your best engineers leave first**

### The antidote

- Define constraints, not implementation.
- Never be the first to speak about solutions.
- Specify: architectural boundaries, quality criteria, business outcomes.
- Accept that the team will take a different path than you would have.

**That's not failure: that's growth.**

# The manager's KPI

## DORA to the rescue



### Deployment Frequency

*How often code reaches production*

Low frequency → process bottlenecks, fear of deployment, large batches



### Change Failure Rate

*% of deployments causing a production incident*

Balances speed vs. quality



### Lead Time for Changes

*First commit → production.*

Reveals friction in the pipeline and review delays.



### MTTR

*Mean Time to Recovery*


Measures resilience, observability quality & runbook completeness.



# The manager's KPI

## DORA as systemic diagnosis

Metric	Elite Teams	When it degrades => EM action
Deployment frequency	Multiple/days	Automated tests, pipelines, address team deployment anxiety
Lead time for changes	< 1 hour	Review PR size, time-to-first review, review silos
Change failure rate	0-5%	Invest in test coverage, enforce DoD, feature flags
MTTR	< 1 hour	Improve observability, write runbooks, enable rollbacks automation

 **Critical rule:** Use DORA for systemic diagnosis, never to rank or punish individuals. A bad metric is a process signal, not a performance signal.

Finally, you manage to be a manager and multiply your impact through your team

**but how to stay technically legitimate ?**

## The legitimate question

How to stay technically credible without being a bottleneck

### The wrong answer

- Code all the critical paths yourself.
- Keep the complex architecture tickets in your queue.
- Stay on the PR critical path.
- → You become the SPOF. You slow down everything.

### The consequences

- Shift from technical depth [writing] to technical breadth [shaping].
- Legitimacy through architecture review, RFC feedback, and post-mortems, not through commit count.

## Staying Technical by Proxy

Lean on the team to stay in the loop

Target: ~20–30% of your time on technical engagement

1	<b>Structural Code Reviews</b>	Review for design and architecture, not syntax. Ask "does this fit the system's long-term direction?" never block a PR deployment with your approval.
2	<b>Architecture &amp; Post-Mortems</b>	Lead RFC reviews, drive post-mortems. Ask the hard security, cost, and scalability questions. Translate to business language for leadership.
3	<b>Internal Tooling &amp; PoCs</b>	If you need to code, write automation scripts or throw-away PoCs. Never on the critical path for customer delivery.
4	<b>Targeted Pair Programming</b>	Sit with a junior or new hire occasionally. Keeps you grounded in real workflows. Builds trust. Costs zero delivery time.

Remember ?

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## Fight back Impostor Syndrome

### ASPIRE method

<b>A</b> cknowledge & be aware	Admit the discomfort without judgment. "I feel out of my depth. That's okay."
<b>S</b> eparate feelings from fact	Move your success metric: from code volume → team autonomy and health.
<b>P</b> rogress over progression	Identify the specific area triggering doubt. Is it people skills? Strategic thinking? Name it precisely.
<b>I</b> dentify achievements	Find evidence that contradicts the impostor narrative. You've solved hard human problems before.
<b>R</b> eframe from innerscript	You were promoted for strategy, people development, and systemic thinking. Not to keep coding.
<b>E</b> xecute	Act despite the doubt. Build your peer network. Show vulnerability with your team. It builds trust, not weakness.

## Vulnerability as a Leadership Superpower

Admitting you don't know everything

Admitting you don't know the answer doesn't destroy your authority. It destroys the toxic hierarchy that prevents your team from being honest with you.

### What vulnerability enables

- Team members surface problems earlier
- Engineers admit mistakes without fear
- Blameless post-mortem culture becomes real
- Psychological safety → innovation

### How to ?

- Say "I don't know, let's find out together" in team meetings
- Admit a management mistake publicly in a retro
- Ask your team what you should do differently
- Share your own impostor moments with new managers you mentor

# Main takeaways

## 4 things to take home

### Rebuild your Definition of Done

Your output is your team's output. Measure the system, not your commits.

### Learn to delegate (TRM + 7 levels)

Calibrate to the task, not the title. Be explicit about the level you're granting.

### Stay technical by proxy

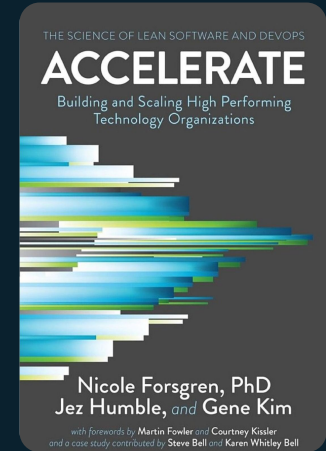
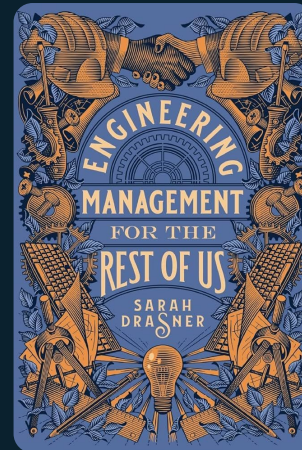
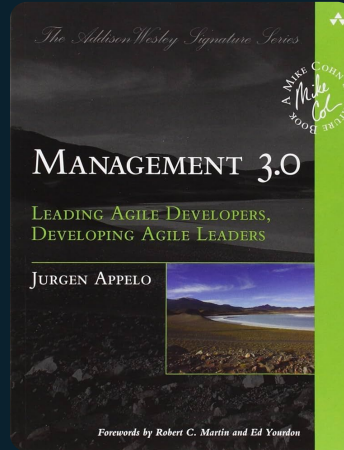
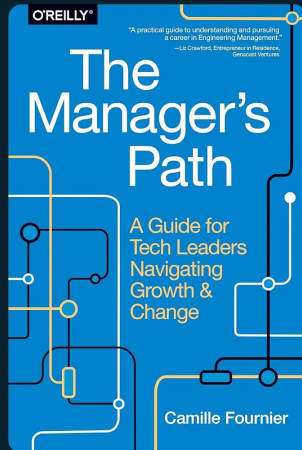
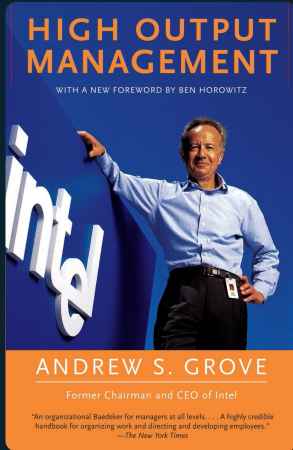
Code reviews for architecture, RFCs, post-mortems, occasional pair programming. Stay off the critical path.

### Name your bugs

Keyboard withdrawal, micromanagement, impostor syndrome. Naming them is the first step to not being controlled by them.

# Want to go deeper ?

## Some recommendations



# The Final Word

It is only by accepting that you are no longer the best engineer in the room that you can hope to become the architect of those who will build the future.

## Your action this week

- Identify one task you should delegate but haven't
- Determine its TRM level and/or the matching delegation level
- Delegate it. **For real.**

## Your action this month

- Pull your team's DORA metrics
- Identify the one metric that would unlock the most value
- Make it the focus of your next team retrospective



Thanks.