

Sølsk – FAQ

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Questions About the Company and Project

1. Can you tell me about BTIXist Productions and its history?

I created this company in 2022. At first, I wanted this company to be mainly focused on creating films, hence the "productions" in the name. Don't ask me what "BTIXist" means, only 12 year old me can answer that, I just thought it sounded cool. Oh, and it's pronounced B-T-I-exist.

Anyways, I created films under the company name but over time realized that films have a very low, if any, return on investment. At the same time, I was exploring new technologies and opportunities, finding any way to tie them to my company as a "production". Music, merchandise, and now mobile apps.

This company has unofficially gone from a film production company to a media production company, to now, just a production company. We are open to anything we can "produce" (physical, digital, etc). Oh, and I'm the only one in this company, so far. So, everything about this company I have created. Sometimes from scratch, sometimes with help from others, and sometimes even from help with technology itself, such as AI. I love AI. I hope you do, too.

2. What inspired the creation of the Sølsk app?

You ever have one of those ideas that right as it sparks in your mind, you already know it's a great idea? Well, this was one of them. Although, originally, it had different fundamentals, such as a different name ("Threes"), different color palette, and whatnot.

But also, more personally, I've used dating apps on and off since they were considered "taboo" back in the mid 2010s. So, I've witnessed the evolution of dating apps go from genuinely good apps where I was meeting lots of people, going on lots of dates, to now... this.

Dating apps have gotten greedy and have rigged the algorithm to keep everyone desperate and using the app. It's basically an open secret. I got so tired of seeing

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that everywhere that I just decided I'm gonna build my own dating app from this idea that just sparked in mind.

3. Who are the current team members, and what are their roles?

Currently, it's just me. I am the "Project Leader", meaning I oversee the entire project and its progress. I schedule the meetings, coordinate tasks, ensure deadlines are met, and manage overall project development.

*But I am also in the process of hiring a **Technical Co-Founder and Founding Member/UI UX Lead**. So, by the end of the entire interview process, and during this startup era, there will be a total of 3 people working on Sølsk.*

Why only 3 people?

Paradoxically, I think that the less people, the more we can get done. I don't want to run into a "too many cooks in the kitchen" type of situation. Also, I feel as technology has gotten so advance and user accessible that even just 3 people can easily create an app such as Sølsk.

4. What are the long-term goals for BTIXist Productions and the Sølsk app?

For BTIXist Productions, I want to keep growing and expanding into other fields. With Sølsk's success, I hope to be able to expand in the real estate business by buying and converting flex spaces into rental venues for other media companies and even just local talent. These rental venues would be studios outfitted as film or photography sets, for anyone to rent out and use for their projects.

For Sølsk, well, I want the app to replace all these saturated dating apps we all know, and for me personally, USED to love. I've read the articles and browsed social media enough to know that everyone is tired of dating apps. But WHY? Because they're all the same level of awful, as harsh as that may sound. Bring in something new, different, and most importantly, something that UNDERSTANDS and GIVES what people really want. And that's what I aim Sølsk to be.

Questions About the Role and Responsibilities

5. What are the primary responsibilities for this position?

Developer Position

- **Coding the App:** The developer is responsible for writing the code that powers the app. This includes implementing all the features, functionalities, and logic that make the app work.
- **Backend Development:** Focus on what users do not see, such as server-side logic, databases, and APIs.
- **Bug Fixing and Optimization:** Identify and fix bugs, optimize the app's performance, and ensure the app runs smoothly.
- **Collaboration:** Work closely with the UI/UX designer to integrate their designs into the app and ensure a seamless user experience.
- **Version Control:** Use version control systems like Github to manage changes to the codebase and collaborate with other developers if needed.

UI/UX Designer Position

- **User Interface Design:** Design the visual elements of the app, including layouts, color schemes, typography, and icons.
- **User Experience Design:** Focus on the overall user experience, ensuring the app is intuitive, user-friendly, and engaging.
- **Prototyping and Wireframing:** Create wireframes and interactive prototypes to visualize the app's design and functionality before development.
- **User Research and Testing:** Conduct user research and usability testing to gather feedback and make informed design decisions.
- **Collaboration:** Work closely with the developer to ensure that the design is effectively implemented, and that the app looks and feels as intended.
- **Design Systems:** Develop and maintain a design system to ensure consistency across the app's interface.

6. What does a typical day look like for someone in this position?

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Well, that's the fun part, isn't it? Since you choose your own hours, and you work entirely remotely, a typical day for this position is up to you!

All I would ask is that you meet the deadlines.

*I want to run this project to be more task-oriented instead of the typical time-oriented. Meaning, it doesn't entirely matter how much you work or how many hours you "clock in", **all that matters is that you get the work done.***

I would occasionally require updates which can be easily fulfilled with a simple DM message.

And for days with meetings, we would all agree to a time and date far beforehand, and then hop on a video call.

7. How will my performance be evaluated?

Functionality

I will be testing out the prototype regularly to ensure it is coming along as agreed upon.

Collaboration and Communication:

Good communication and teamwork are vital. I value team members who participate in discussions, give and receive feedback, and help their colleagues.

Problem-Solving and Initiative:

Your ability to identify problems, suggest solutions, and take initiative to improve things will be considered.

Adaptability and Learning:

In a startup, things can change quickly. Being adaptable and willing to learn new skills or technologies is highly valued.

8. What opportunities for growth and advancement are available?

Currently, my primary focus is on developing and launching Sølsk. As a startup, I understand that the immediate goal is to create a successful app. However, there

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are potential opportunities for growth and advancement, depending on the success and future needs of the app.

Expansion of Roles

If the app becomes successful, there will be a need to maintain and update it regularly. This could lead to expanded roles where team members take on more responsibilities in areas such as feature development, user support, and app optimization.

Team Growth

With success, we may need to hire more people to help manage increased demand. This could open up opportunities for existing team members to move into leadership or specialized roles.

Professional Development

Working in a startup environment offers valuable experience in various aspects of app development, from coding to design to marketing. This experience can be a significant boost to your career, providing skills and insights that are highly transferable.

New Projects

BTIXist Productions is open to exploring new ventures. If Sølsk is successful, we may start new projects or expand into other areas, providing opportunities for team members to lead or contribute to these new initiatives.

While the future is uncertain, I am committed to growing and evolving. As part of our team, you will have the chance to be a significant part of this journey and help shape the direction of our projects.

Questions About the Working Environment

9. What tools and technologies will I be working with?

Our current setup includes GitHub for managing code. For design work, we use Figma for prototyping and collaboration. However, I'm open to your suggestions and preferences regarding the development environment, frameworks, and other tools

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you might find effective. I believe in empowering our team to choose the best tools that fit their workflow.

10. How does the team communicate and collaborate, especially given the remote work environment?

Given our small team size, we keep things simple and efficient. We shall discuss which team collaboration application to use during onboarding, but Slack and/or direct text messaging will be utilized for quick/simple communication. It may not seem traditional, but it's practical for our future setup of just three members.

Questions About Compensation and Benefits

11. Can you explain the profit-sharing model in more detail?

At this critical, pre-funding stage, we don't have a profit-sharing model because every dollar the company eventually makes will be reinvested directly into growing the app. Instead, our compensation model is based entirely on something much more valuable: equity.

As a member of the founding team, you're not just working on a project; you are becoming an owner of the company itself. Your compensation is a significant ownership stake, detailed in your contract. The goal is for all of us to make our equity incredibly valuable by building an amazing product, securing investor funding, and growing Sølsk into a massive success. The real financial reward comes from increasing the value of the company we all own together.

General Questions

13. What are the next steps after the interview process?

Well, let me walk you through what I will be going through regarding the entire interview process:

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Interview Period: I will be dedicating two weeks (or more, if needed) to interviewing all applicants for both the developer and UI/UX designer positions.

Review Period: After the interviews, I will take one week to review all applicants and make a decision on who to hire.

Notification: Once the decisions are made, I will notify all applicants of the outcome. If you are selected, I will contact you to inform you that you have been chosen and that I will be drafting up your contract.

Contract Drafting: A few days after notification, I will send you the contract for review and signing.

14. How do you handle conflicts or disagreements within the team?

I believe in maintaining a fair and open environment where everyone's opinions are valued. If disagreements arise within the team, here's how I handle them:

Facilitating Discussion: I will first set up a discussion to ensure everyone has a chance to voice their concerns and arguments. It's important to me that all team members feel heard and respected.

Brokering Compromise: My initial approach is to broker a compromise that satisfies all parties involved. I believe that finding a middle ground often leads to the best solutions.

Final Decision: If a compromise cannot be reached, I will step in as the final decision-maker. This will be clearly outlined in the contract. As the project leader, I will have the final say to ensure progress is not stalled by ongoing disagreements.

While I have the final say, I am very reasonable and open-minded. My goal is always to make decisions that are in the best interest of the project and the team.