the use of the word beauty in books that have been digitized by Google has decreased pretty dramatically.

And it's aligned with this idea of functionality is king, functionality is what matters.

And as if people think about functionality and beauty as two opposite things,

like no, they're not two opposite things.

Functionality is important, and actually beauty enhances functionality

because it does make things easier to use, more approachable, more compelling to use.

And the other piece of it that is not talked about in business as often is just the importance of how people feel, things that are more beautiful, increased trust.

And you see that we've put painstaking detail into this,

and we care about the details of how something works.

And that gives you assurance that we care about other details that you can't see too.

Today, my guest is Katie Dill.

Katie is head of design at Stripe,

where she oversees product design, brand and marketing creative,

web presence, user research, content strategy and design ups.

Katie was previously head of design at Lyft and head of experience design at Airbnb.

She's built and led design teams at three different hyper growth companies,

seeing the team scale at least 10x, and two of which Airbnb and Stripe are some of the biggest and fastest growing companies in the world and also the best design products.

In her conversation, Katie shares stories of trials and tribulations of leading large design teams, processes she's put in place for operationalizing quality, how she thinks about quality and beauty very practically, how design can directly lead to growth,

and examples of this that led to big lift and conversion at Stripe.

Plus a math formula she uses to increase team performance,

how she suggests organizing your design and product teams,

what to look for in design hires, and so much more.

I was really lucky to get to work with Katie while at Airbnb

and I am so excited to have her on this podcast.

With that, I bring you Katie Dill after a short word from our sponsors.

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Katie, thank you so much for being here. Welcome to the podcast.

Thanks for having me. Good to be here.

It's absolutely my pleasure.

So as we were preparing for this podcast, you hinted at a story that you had from your time at Airbnb, where the design team staged an intervention with you,

which I had no idea about because I was there during this time

and did not know this was happening.

I am so curious to hear the story. Can you share what happened?

Uh-huh. Starting with the easy questions I've seen.

Yeah. No, I'm happy to talk about it because, frankly,

it was the biggest learning experience of my leadership career,

or at least that happened in one moment.

And it happened in my early days at Airbnb.

So I was hired to take on the experience design organization,

that's basically the product design team, which was 10 people at the time.

And so they had been reporting directly to one of the founders,

and they were going to start reporting to me.

And during my interview process, I learned a lot about what was working

and what wasn't working and some of the trials and tribulations

with the design organization and its collaboration with others.

So it seemed like there was room for improvement

in how engineering and product management and design all worked together.

And there was also really low engagement scores in the design team.

And so I came in ready to go and excited to try to help make some change

based on all the things that I had learned from various leaders

and people across the company.

And I came in swinging, ready to go.

And then about a month into my time there,

I got a meeting on my calendar Thursday, 8.30 a.m.,

it was an hour and a half, with half of the design teams,

that was five people, and our HR partner.

I don't know, that's never a good sign.

Yeah.

And I remember this so vividly and remember walking into the office and all the rooms in Airbnb's office are very unique spaces

that look like Airbnbs.

But of course, this was the one room with all white walls

and just like a gray, flat rectangle table.

And I walked into the room and there were five of them seated around the table

and they had a pack of papers in front of them.

And they went on taking turns, quietly reading from the papers,

all the things that they saw that I was doing wrong

and all the things that they didn't like about me.

And it was a really hard moment there.

I went through all the usual kind of stages of grief

when one hears feedback, which is this immediate want to respond

to be like, oh, well, there was a good reason for that.

And that's not how it actually was.

And this is why I did that.

But luckily, I had the sense to just listen and not respond in that way.

I mean, clearly what they were telling me

is that that was one of the things that was missing.

And so I heard them out and took it all in.

And regardless of each individual saying what was very clear

was the missing piece, the theme that was across all of that

is that I hadn't earned their trust.

So whether, how right or how wrong what I was doing was,

is like the key piece is that I wasn't bringing the team along with me.

They had no idea that they could trust in what I was trying to build

and what I was trying to shape and that I cared about them

and that I had their best interest and shared goals at heart.

And that was absolutely my fault.

And in retrospect, as hard as that was, I'm very grateful and very amazed

that they could come together and share that with me.

It can be hard to bring feedback forward like that.

And so it was an extremely valuable learning experience.

And I took from that to then immediately shift how I was operating.

And really a key part in building trust was to listen,

to hear out what the individuals and the team were setting out to do,

what they cared about, what motivated them.

And so I started to make pretty fast change

and still moving in the direction that was necessary for the org

to make a really large impact in how we were operating,

but bringing folks along with me.

You can inflict change on people, but if you want to do it with them,

you really trust is the key element there.

And then a couple months later, we had the best engagement scores in the company.

So it did objectively improve the situation.

And since then, taking that on into next steps and other companies that I've joined

and just think about instead of coming and swinging, come in listening

so that you can really set out to make change

that actually has true positive impact on the folks around you

and that you bring along with you.

Wow. I was there during this.

I did not know this was happening.

Is this the time when all the designers

were all always in one room together in there?

Is that that period?

Before I got there, I think there was a little of design

is just going to sit with design and not necessarily work

in close proximity with engineers and product managers, etc.

And one of the things that I believe as a necessary part

of building a high functioning organization

is that one, building together is important.

So having engineers and product managers and designers

be together, have shared goals and align on that

and be able to just look over each other's shoulder

and talk about things is important.

So sitting together is important.

However, that fair thing that you're talking about actually was something that I was very devoted to, which is bringing design together at key moments multiple times throughout the week to also build a community in design.

You know, like Joe Botte at Airbnb once said, it's like, well, what t-shirt do you wear?

Like, what team are you on?

And I was like, you wear two t-shirts.

You have two t-shirts, you have the design t-shirt and you have the marketplace t-shirt or whatever cross-disciplinary team that you work on, because both are really important communities to build

So yeah, there was a good spot for that.

Zoom me out a little bit.

for slightly different reasons.

I think the elephant in the room a lot of times with design is this idea that I'd say most PM's, most founders, intellectually understand the value of design, understand the value of high quality.

But day to day, it's often not actually prioritized versus new features, new product launches, and partly because the ROI is just really unclear. If we spent another month making this more awesome and making this even more amazing design-wise, experience-wise, what is that going to get us?

Clearly at Airbnb, design was highly prioritized at Stripe. From an outsider's perspective, it clearly is.

I'm just curious what you've learned

about how to make the case for the ROI of design

and just how Stripe and Airbnb and Lyft have done that.

It's a great question.

And I think this is an age-old question

that I don't know if we'll ever go away.

And probably because the quality bar keeps evolving and keeps rising.

But I think first to level set before we dive into that, I would say that there are levels of quality. There is the like, does the thing work? Does it provide some sort of value proposition that executes on its job? That's baseline quality.

Next, is it like, does it do it exceedingly well? Is it like error-free? Actually, maybe that's not even exceedingly well, but just error-free and it actually works in a well-rounded way. And then beyond that, like level three, level four, level five, does it exceed expectations? And it does something that you weren't even in seeking for as a user. And I do think the levels of quality should be based on user expectations. I don't believe that there are disciplines that just don't care about quality. I think it's more about that prioritization and kind of like what you talked about is just like, is it really worth getting something to that exceedingly well state? Or is it, what about just like another feature? And getting that being seduced by the chase of another feature versus actually taking your features to a level of being great, that is hard. And I get it when you look at your user base and they're all shouting from the rooftops for this additional feature that of course you're going to want to prioritize that over something they've never asked for. And then the other thing would be you end up with like you've got three things that you could possibly do to make perhaps the next stage in your product development. Two of them you know you can measure and they're going to line up to business goals and one of them you can't. Of course that's going to be enchanting to want to go after the things that you can actually measure and you know that they're going to have that impact. But the companies that know that quality is non-negotiable. It is a long-term necessary aspect of what they build. Don't play that numbers game or that they, what they do is they recognize that it is absolutely functionality but the quality of those features that is actually going to get great usability, desirability in their product. And actually I think it's kind of like an analogy for

going to the gym or working out.

Like I don't know about you but literally every time

I think to do this there's like a fight in my head

of like do I really need to work out today?

You know is this one day you know going to give me six pack ads?

Like of course not.

So like why go?

Why not just like skip it today?

But of course like then at some point hopefully I realize

that it's like well if I skip it today

what's to stop me from skipping it another day.

And really in the belief of that these things can you know

it really does add up to a better outcome in the end

and so you know a longer healthier life.

And so hopefully I get myself together and go to the gym.

And I do think some of the best companies in the world

and the planet thinks that way.

And I recognize that

or customers don't always ask for it.

I mean you might see it in you know support cases for example.

Like clearly they don't know how to use this next step

and that is probably a quality issue.

And that you know they might be asking for

in a more improved features.

But some of the levels of quality that you know the level two

and three and four you know you might not get direct asked for.

But I guess I'll you know give you another analogy.

If you don't have competition that's fine right.

Like if you think about the first car I'm sure that wheel

was really hard to turn.

And I'm sure that seat was not comfortable.

And you know you could have any color you want

as long as it's black right.

But like there was no competition.

The competition was a horse so you know no big deal.

For you know cars today.

It's like the stitching.

The you know the choice of the leather.

The sound of the door.

Like these distinguish you know what okay car

to a high end special car with higher value.

And this is very much by understanding

that how the details matter

and how execution of quality will take it to the next level.

And you know lastly I'll just say that like I know

there's this saying of like its growth versus quality.

But like quality is growth.

And if you think about how you can make your product easier to use and more understandable.

You know that will of course drive people to use it and use more of it.

And take you know have a better experience with it

that they'll you know want to talk about with others.

You know in fact at Stripe our growth team I would say

is like pretty much maniacally focused

on building better experiences

because we've seen it tied directly to our business metrics.

We have things that we've improved on

in you know our onboarding flow for example

to make it easier to understand the products.

Understand how they work for your different use cases.

Such that then we have seen activations increase

because we've made these quality improvements

that are just directly tied to growth.

You know one of the biggest examples

that I've seen of business impact through quality

is actually in the checkout experience.

So we've done research on the checkout experience

in some of the top sites e-commerce sites.

And we found that 99% of the top e-commerce sites

have errors in their checkout flow

that actually hinder it more impactful,

more you know seamless quicker checkout

and therefore higher conversion with their customers.

And these small things really like their quality issues

they're just that if you really understand

what a consumer is trying to get out of the experience

then you can make it better.

And so we have been maniacally focused on that over many years trying to make the checkout experience so much better for businesses and their consumers.

So by improving the quality of the checkout experience

through details small and large

we have seen a 10.5% increase in businesses revenue

from that you know an older form of checkout

to a newer form of checkout.

And those little details matter to have such a material impact on one's revenue. You mentioned this before we start recording but you guys power the checkout flow for some very big sites. Can you mention a few of these because they'll give people a sense of like holy moly. Yeah, Stripe is used by millions of businesses globally small and large from early stage startups to SMB's larger organizations and enterprises like Amazon and Hertz Shopify Spotify X which I believe you use. And you know the work that we do it ranges we have checkout flows. So when someone's paying online or in person or we also provide a suite of financial automation tools so that you can run your subscriptions business and recognize your revenue and receive tax essentially you know manage the complexity of the financial space through powerful tools that hope to make your job easier so you don't have to sweat the details of how these things work. I just want to follow this thread a little bit you talked about these opportunities to improve the checkout flow through a design lens you could also think of it from like like as a product manager I'd be like oh wow let's just find all the things that people get stuck on and fix them. How is it that you see that from the quality design perspective versus like oh there's just let's just move this metric and here's all the things that are stopping people. What would you say is the designer's lens on that if there's anything there? I honestly a pet peeve of mine is this way of talking about things as there's business goals and there's design goals because you know I think maybe the first conversation you know one should have is that you know what are we trying to build towards? And I would think that folks that want to create you know really impactful products

they want to create quality products and that they want to create things that actually serve their customers in a you know positive and beneficial way because they know that will build a stronger business in the long run. So yes there may be you know slight prioritization details different through the process where you know a designer might be thinking you know more about the emotional experience and how somebody feels because that's you know oftentimes how they're wired and that is an important lens to bring on it whereas you know somebody else might just be like well you know just make the button bigger and they'll click it more often and you know that's what the outcome that we seek. So this is again why I was talking about how important it is to have multi-disciplinary teams that work closely together because sometimes we are you know the checks and balances in the conversation but I do think if we can align on what are we trying to build? Are we trying to build something great? Then you know we can you know recognize the fact that like it isn't just that you know utility is an incredible important part of that but so is usability and so is desirability because these things together make something truly great and so you know beauty is an important part of that because it does make things more useful it does make things more accessible and that with these things kind of coming together you can you know build towards something better. I think that you know beauty on its own or just like you know like craft on its own without utility I mean that's like I don't know that's like blu-ray or or path right? Like that does not lead to a high quality product so it is like the combination of these things and so it's like stepping towards that

but if you really want your you know product those features to be utilized for all that they're worth and like to actually you know gain such you know esteem and respect and reuse taking it to that next level and thinking about you know how do I make this actually you know an enjoyable use and that it really feels like it's you know meant for me and it maps to my mental model that craft and that quality of you know the execution of those details is going to be paramount. You mentioned this word beauty and I wanted to follow on this a little bit of just this is a big question but just like what is great design? What is beauty? Is there like a objective definition where if designers like this is great design is there just like yes that is true or is it just an opinion? How do you think about what is great design? What is beauty Katie Dill? I love that we're talking about this because I feel like there's probably some people listing that are like squirming in their seats of like you know like beauty like we're talking about business here and I mean that's which is great and the actually there's a fun fact it's Stefan Sagmeister and Jessica Walsh have a book called Beauty and I would highly recommend it very very worth the read but one of the first things they talk about in the book is that from the 1800s to the 2000s the use of the word beauty in books that have been digitized by Google has decreased like pretty dramatically and it's aligned with this idea of like well functionality is king functionality is what matters and as if people think about functionality and beauty is like two opposite things but what the whole book talks about is that like

no they're not two opposite things you know functionality is important and actually beauty enhances functionality because it does make things easier to use more approachable more compelling to use and there is actually some objectivity to whether or not beauty enhances things but if you ask you know a wide audience you know what color do they like more or what you know version of things do they like more like they tend to say the same thing because there is this like shared understanding and you know the other piece of it that yes I can imagine is not talked about in business as often is just the importance of how people feel and you know a good example of how something looks and how something is structured and how that can translate to that also from the the book beauty they mentioned that they studied the tweets that came from people that were traveling through Penn Station versus Grand Central and if you've been to those places I'm sure you know where I'm going with this which is just like that the people tweeting from Penn Station it was just like more negative than the people that were tweeting from Grand Central Station that tended to be much more positive and optimistic and so you know the things that you create have this impact and if you're thinking about like I want people to enjoy using my product I want them to feel you know at home in our product of course beauty is a part of it you know and this matters deeply to us and I know you know as a financial infrastructure company in the B2B space you know some may assume that that doesn't matter as much but it's actually a key priority for us because number one things that are more beautiful increase trust you see that like we've put painstaking detail into this and we care about the details of how something works

and that gives you assurance that we care about other details that you can't see too then secondly it is easier to use as I've mentioned it gives better user outcomes you know what we're trying to do is we're trying to have guick businesses to make the right decisions to be more successful at what they do and by you know bringing a interface or you know our invoices or whatever it might be to be more beautiful and more easy to use and more trustworthy that will lead them to better outcomes thirdly I strongly believe beauty begets beauty and so when you know our business users or the consumers see you know the beauty and the care and the creativity that we put into the things we deliver then you know that again reassures them of you know the just like the care that we put into them and actually a perfect example of this have you seen the show The Bear I have yes great example all right and I know it's spoilers but like all I have to say is peeling mushrooms do you know what I mean yeah yeah such a good example such a good example someone just mentioned that same episode recent podcast episode okay all right well it's that good it's that good and I wish I could remember which episode that was but it was seven I forget yeah that's exactly right oh nice okay all right well then lastly you know quality is a matter of pride beauty is a matter of pride if we put that in you know kind of care into our work more people want to work with us because they want to see you know their time spent and the care for their craft recognize and utilize and see that that can can be you know

put together into something really impactful and so you know we really put that on the pedestal you know because we know how much it matters to our users and how much it matters to the people that work with us beauty beauty is an important part of it all amazing speaking of beauty I think when I think of stripe and beautiful I think of your website and some of the specific landing pages you have which are just incredibly nice I'm just curious how you decide it's time to redesign your website and how much time and thought you put into a new website because that feels like a a common guestion founders have like should we redo our website and it feels like you guys really think deeply about that so I guess is there anything there that you can share yeah there's definitely a couple things we could talk about in terms of like operationalizing quality because I mean the gravitational pull is to mediocrity right like you know it is it is very easy to fall into a path of a baseline where what is required to go to that next level where something feels truly great is certainly a lot of effort and it's a concerted effort and I will definitely say we are a work in progress you know we have not nailed all the things and it is an ongoing pursuit of excellence and so the way that we build the website is that you know we we certainly do you know put a lot of care into what we're putting out into the world and we view it as a articulation of you know how we care about our users and in all that we provide for them so we take that very seriously we try to kind of meld art and science

so it's the creativity of the work but it's also just like the technical kind of power of the way that we show it how we've actually operationalized the way we do that is that we have design and engineering and our product partners and product marketing we're really really closely on this and actually it's one of the few teams where all of these things report well not all of them but most of those functions report into one place so engineering and design actually all report up into the design organization when they work on the website and together they like quite literally as we were talking about earlier you know if we were physically together they would be standing side by side and you know they're batting ideas back and forth because you know the engineer on the team you know has a great idea for how we could go about executing on it and the designer on the team has another idea and had to you know push that a little further and so that kind of rapid cycle of iteration is really really powerful especially when we're you know trying to move guickly but at an extremely high standard that's super interesting is there anything else that you found to be really helpful in just operationalizing great design craft beauty any processes systems frameworks yeah I would love to tell you about something that we've actually rolled out pretty recently that I'm extremely excited about the positive impact on awesome but before I get into that one of the things that you know

kind of has been driving a little bit of this process and the way that I've been you know thinking about how you know we can build better things at Stripe is actually I've been just talking to people talking to different you know design leaders product leaders engineer leaders at different organizations and try to understand you know how they go about it and there are a couple of themes that are clearly coming through you know number one is that quality is definitely a group effort you know you're sunk if you think that like you can just like hire some incredibly talented person and like and they'll do it that'll be fine you know the rest of us will do what we're doing and they'll do it or that it's just like one organization that's going to look out for quality or you know QA is going to solve it all for you it really does need to be you know an organizational and a group effort and if you think about like you know the way that you run you know the the internal functions is going to show up in the outside and like how clear you all are and how you're talking about it and the standards that you set inside and you're constantly reminding people of in the way that you communicate inside will then eventually show up outside so take you know of course keeping your talent bar high and then thinking about how those things you know really need to be cared for you know that shared care

across the organization is number one number two is that you know there needs to be some amount of vision and alignment so you know if you hire all the best people in the world and you just like set them out to like go and do their thing what are the chances that they're all going to end up with something that actually aligns pretty well right like even if they all have incredible taste and they're very good at what they do vou know there's subjectivity to every decision in some part and so that they might end up with some things that are really great but don't fit together as a really nice whole like the perfect example would be building a house right so you have like the person that works on the roof and the person that works on the deck and the person that does the siting etc etc etc and a house is arguably far less complex than most of the technical products that we all know and yet they're like is painstaking effort put into having the plans and having a drawing of what the final thing is going to look like there's a GC there's an architect and these people are helping to make sure that all those pieces fit together and we should have that same care when we're trying to build products together and so I think a big pair on that is then the next piece which is editing and you know you might call that your GC or your architect or somebody that kind of sees how all these things fit together

and then has an ability to kind of help narrow and reduce and remove the things that don't fit and so like at Airbnb you know Brian Chesky is like the editor of all the things that you know come together at the Economist you know there's a chief editor but you know other organizations they might decentralize that approach which is you know certainly possible and but you know challenging because you do need somebody to help kind of like see these things come together and that pairs with the next piece which is about courage like the ability to actually like say you know no this isn't good enough like to have the resolve to just be like almost but no which is like one of the hardest decisions I think leaders can make and certainly I've had to ever make in my career too it's just like you know a team puts like all this care and effort into something and then you're gonna say like actually it's just like unfortunately like we're just not there yet let's try again and that is I think you know incredibly important part of getting there and building that you know kind of the fitness of what you do and then lastly the thing that I've learned that will lead me to the example that you were asking about is that in order to build quality vou really do need to understand it also from the user perspective which kind of gets me into you know my fixation with journeys because that is how a user sees it

the user very very very rarely just like deals with any aspect of what you build in isolation there has to be a moment where they learn about it there has to be a moment where they get to know it and then there's a moment where they actually decide to use it and then well something just changed and now they need to use that product in some other way and so you have to understand it from that point of view to really understand whether or not the quality is there and I think that's a critical piece of building teams that have empathy for their users so we have been operationalizing that you know all the things that I just mentioned but like one of the key pieces is to you know kind of bring that approach to understanding the quality of the product and so our goal was to set out to try to solve the fact that products can be shipped and they could be at their highest gain when you ship them like they go through all the processes internally to be you know a high quality thing and then it gets out into the world and then over time the quality regresses and some of the reasons for that is that you know other things are being shipped and it's kind of like again back to an analogy of a house imagine you have one room where you redo the molding and you know you paint the little aspects and vou've put like new plates on the lights now all of a sudden that room is great but it makes everything else look worse and the whole composite is worse and so that is you know

something that can happen to products is actually they you know kind of get worse over time and then you organize a company oftentimes and you know parts to be able to focus on their key business areas that's a very good thing because they get focused and they know what they're you know building towards and they get expertise and they're you know laser focused on that and so that ideally they move faster but what also happens is that they get so focused on that they forget about that piece of the journey and how it all fits together and not recognizing that you know part of their product experience is intimately tied to another so what we did was we set out to number one increase the you know kind of awareness and accountability of leaders to own their journeys and so what we have established are vou know we started with 15 of our most important user journeys 15 is you know somewhat of an arbitrary number it's a number that we can kind of keep track of but also you know has pretty good breadth but it's certainly not comprehensive of all the most important things but 15 of our you know critical user journeys the things that we know matter so deeply to our users and we must get right at the highest level of quality possible and so those 15 things then each have engineering product and design leaders

that are responsible for the quality of those products and they review these journeys what we call walk the store where they review them as if they're in a walk in the floor of their store on a regular attendance and they friction log what they experience which I know David Singleton talked about on your podcast and they will write you know what they have seen what's working what's not working and they're they're viewing this from you know they're trying to put themselves in the shoes of their user this is of course doesn't replace user research but it you know kind of substitutes it and it adds to that and so they go through the experience and noting you know what's working and what's not working and very critically it's a journey so a lot of times you know it starts from internet search it starts on you know Google trying to understand something goes to the website you know they end up on docs they end up in the dashboard and they're seeing it as a user might and with that they'll be they're able to find

vou know the entailments of you know the experience that may or may not be working and they drop that down they file bugs they reach out to the teams that may own the different parts of this experience and then they score it and then on a you know again a regular key and so we come together in almost like a calibration where we meet and we talk about the score of their work and it kind of relates to performance reviews right like you know performance reviews managers are assessing an individual's performance which is hard right like it's like there's some subjectivity to it just like understanding quality can be but what we do as managers is we calibrate we come together and we talk about like okay how well is this you know is our interpretation of our ladder's document and you know how well does that performance align and are we doing it's you know consistently across the rest of the organization and so we do something very similar we calibrate you know these scores because what we're really trying to do

is not just you know the 15 essential journeys and the owners of those we want to actually like up level and bring more you know shared understanding of our quality bar across the company and so these moments of calibration kind of start that and then having leaders do this you know kind of like creates this like you know number one it like cascades this idea of the importance of owning your journey and then also has upstream impact because when people see the state of products in the wild as a user would they learn a lot about you know what are you know some of the bigger opportunities that we can make to make the product better what are some of the things that maybe want to change in our process to make sure that we have you know even better things coming into the wild and you know one of the best parts of this is since then we've learned that vou know folks you know have seen that like oh my goodness our SEO for this particular product

vou know or you know the way we're articulating it doesn't align to actually how we want people to understand it later on in the journey so if we improve this over here we're going to improve outcomes later on and so they're seeing that and you know they're now you know like able to make that happen even you know faster to make some of the changes there and then my you know real favorite part is that we're hearing from folks that maybe at first didn't see this as as necessary that you know maybe in different functions that are you know just like oh you know I was so very focused on executing you know the technical ability of what I do on this thing but I you know hadn't seen it from this lens before and now they're like actually like converts of like yes this isn't a really important part of it and that goes back to the point of like it's a group effort like you don't want just one function looking out for the quality of the product so having engineers and product managers and people of different disciplines kind of walking the store seeing the experience feeling it firsthand I think will lead to better care in you know all of the details that will align to better craft in the end oh man what an awesome process

I have a million questions I want to ask to better understand how you operationalize this I'll try to ask just a few but one thing that stood out about this process is I think people kind of don't trust their own judgment when they're looking at their own product they kind of

especially product managers

almost have to like

feel like they have to rely and use research

or data to like

know a thing

versus like

I just see this

and it feels bad to me

and I think

I've learned over time more and more

you should really trust that

because you're

you're spending your energy

trying to use this thing

you're not that different from a potential user

so just

I love that this actually

relies on your personal judgment

trying to use a thing

which I think people undervalue

yeah

a couple just very tactical questions

how often roughly does this happen

is it like once a quarter

yeah and

yeah to your first point 100%

they're all just forms of input

like I'm definitely not saying

like do this instead of user research

do this instead of data

it's like

you know these things in additional sense

and I do think what's so powerful about doing it firsthand is that although I am like the biggest supporter of user research even hearing somebody talk about an experience while that is like really really powerful feeling the pain firsthand is just like this next level of visceral understanding of like oh this could be better and your users you know they might not always say what's missing or what's wrong or maybe they don't you know they don't know that certain aspects of it could be better SO yeah having your you know point of view on that in addition to the user research and what you've heard from them directly is really really important but you asked about how often we have vou know as I've mentioned we are you know constantly looking at our processes and trying to figure out how we can you know make them better and better you know as an organization you know as we've grown you know things you know need to adjust we today are doing it quarterly and the quarterly aspect of like walking the stores by no means meant to be like

that's the only time people do it but that is the time where you know we're looking for like update your scorecard and you know share the information in a dashboard where you know everybody can see and that is feeling right now to be the right cadence because that's enough time that you know there can be you know material differences made and so you can see and kind of like the scores evolve over time but also frequently enough that you know you're not missing that perhaps you know there's been a setback since but of course my real hope is that is happening you know they're happening weekly just perhaps in different parts of the organization I want to ask a couple more questions so that folks can try this at home I was just thinking like this podcast is the opposite of don't try this at home it's like here do you try this at home try it at home yeah so I want to try to give people a few more answers to questions when they're probably going to try to do this

themselves so who's in these meetings like do you join these walkthroughs does like David join what do you suggest there yeah so what for what we're doing for each team is they do them themselves together SO bare minimum it should be the engineer product manager and designer doing it together and the reason why we like to see it happen together is again as we've talked about before is that like people bring a different perspective to something and so let's say you know somebody in the room might be like oh my goodness you know that like that the load time didn't feel really good there and like oh whoa that like the way we're stating this is not consistent per page and ah that's not on our design system SO you know it is really powerful to have folks like come together and do it and in fact David Singleton who you mentioned

he and I do these things very regularly too like this is like kind of outside the essential journeys program but like he and I walk the store and we'll just pick random flows and go through it together and you know I can't code but he can and so he'll like he'll do the code part and I'll be you know sitting there being what you know do they really do that like you know can we you know how can we make that better for them and so it's I really love the multi-disciplinary approach but then when we do the calibration after the team has done these walkthroughs and they've kind of gotten their own perspective and they you know fill out the scorecard based on our rubric for quality we will come together in what we call PQR product quality review and they will take us through what they have vou know experienced and then they'll talk about like and so this is why

we've scored this a vellow or a yellow green and and then we might have a you know conversation about that it's like well actually like that felt a little worse than you know you've described it and actually like I think that vou know we probably need to put more urgency on solving that or in some cases it's like actually like that was pretty great you know if you think about you know what we're we're trying to you know help somebody achieve at this moment like that actually is is really you know hitting the mark and so we will debate that there and in those meetings you'll have yes myself **David Singleton** um Will Gabrik

who you know leads product and business and then various leaders from the organization that might be relevant to that area we are trying to give people kind of like insight to what's happening across SO again it's a multi-disciplinary room trying to keep it you know not too too large because obviously it can be hard to have discussion but it is very valuable to make sure again that we have you know the perspective of product marketing and the perspective of engineering and expected product in the room as we discuss what our quality bar is awesome okay that makes a lot of sense in terms of scoring are you scoring individual steps of these journeys or is it vellow

for like segments

what are you scoring the way the rubric works is so that and we we have a template for the friction log people fill out a friction log and it'll be like screenshots and then what they experienced and then there is a you know kind of a tool the tag for each kind of moment it's like oh that was a nice touch oh that is you know not great we should consider a fix or different levels of kind of severity of like oh my gosh p0 bug we need to fix this right now so they'll they'll tag for different moments in the journey and then there is a summary score

at the end which is

based on a rubric that we have that talks about vou know the importance of quality from the point of view of usability utility desirability and you know actually going to that next level of surprisingly great and then we'll ask them to score on a whole what they felt of these things and then that adds up to a summary score which we have also talked about the different ways of scoring you know is it a number based system is it a letter based system like A9SB veah we have so far we have landed on color system because honestly I think people can get a little tied around the axle on how you're measuring it and like to your point and like especially in subjective things and it's just like oh you know it's like well is it really at six or is it a seven and you know

we didn't want people to get

a little too

too worried

about

you know

how does

like it's not meant to be

an objective

quality

quantitative score

it is qualitative

it is judgment

we hire people

for judgment

you know

so we want

you know

them to bring that

to the conversation

and so

that's

you know

how we chose the score

because we felt

that would actually

lead to

you know

quicker

but like

straightforward

opinions and decisions

at a lot of companies

you have these reviews

and the founders

like share all this

like oh this is broken

this is busted

and as a product team

you're like god damn

we have these goals

we got to hit

we have this roadmap

and now we're going to get

a hundred things that the founders like got to fix this I'm curious just how you and tell teams to take this stuff and prioritize it amongst all the other things they're going to do is it just up to them is there like need to fix this anything you can share there but just like had actually operationalized taking this feedback and doing something with it yes yeah I've seen some organizations talk about you know when they're doing planning you know you do your **OKRs** for quarterly or half year or year or whatever recommendations of like 10% of your time should be spent on you know fixing things and 20% on growing things and the rest on vou know keeping the lights on whatever it might be so yes I've seen different companies

vou know build a recommendation based on certain percentages of how they think teams should be spending their time and we at Stripe think that you know first and foremost is that you know we have to make sure that folks are number one vou know hired with that fact that they have great judgment and care for what they build and they take pride in it like vou know that's like number one and then you know you can give a lot of trust to people based on that that kind of commitment to building great things that they will use that in their decision making and then of course it needs to be very clearly advocated for at the highest levels of the company and with that I think that kind of like fuels

people's thinking as they're building their plans but there is iteration in the plans and we do have multi multi-disciplinary people you know making the plans together so it's like oh okay are we advancing these features are we are we going to be building growth and you know is that you know improving the quality as well and so I think that's how we kind of together get to it but we don't have there's no formula that we ask people to so basically what I'm hearing is it's the cultural kind of just everyone people are hired with this expectation and we are going to focus on quality and we'll prioritize things even though they may not move metrics

because we know that this will generally improve and grow the business part of it though

is

showing how it moves

metrics

because I think

that is

a dangerous

belief

that is

absolutely out there

we talked about earlier

but that

actual quality

improvements

do increase growth

they do improve

the bottom line

right that like

you know

for example

we you know saw

that folks were

reaching out to support

because

they didn't know

the state

of how

vou know

one of their

invoices

was performing

and what we

when we dig in

we realized

just like

well we had a button

that like

looked nice

but it wasn't super clear and so they didn't know how to access the thing that they were trying to do and so by improving that we decrease the need for them to have to reach out which is clearly not their you know want to have to call somebody they you know find the answer to their problem and so with that we made an improvement and we of course improve the bottom line because of that so I actually think that maybe in one of the steps that somebody should consider and the organization is just like you have those examples like every company does where you know quality leads to better business outcomes

and

known

to talk about those and make them

because I think it's

actually a false belief that you know it's like one of the others like are we going to work on quality and it doesn't move the metrics and and where we do and some of them are longer term and so you have to look out for a while to see that change and you know the beliefs of your customers or you know how often they're they're sharing your product or how often they're succeeding and what they're trying to do but some of them are short-term impacts and that is an important thing for people to be aware of because it will give them ideas of like oh we could do this in our team too we could have a higher quality product and actually move the business metrics is there anything you do in how you evaluate performance of teams that helps prioritize this sort of thing

so generally it's just like cool this team moved this metric by a ton they're doing great I guess is there anything that you bake into performance evaluations at Stripe especially for product teams that help them understand and prioritize some of these things that may not obviously move metrics other than just broadly we believe great experiences are going to improve growth yeah well I think one part is being clear on what impact means because I do think that in some companies impact there's like okay what business metric did I move and how much and there are certainly really important impact projects that folks can have that maybe they're multi-quarter

multi-year

and so

maybe you didn't move

this incredibly

important business metric

in one quarter

but actually

like the work

that you are doing

is instrumental

to the success

of the business

so there's that

and then

like you said

there are

perhaps

quality efforts

that are harder

to measure

or their longer term

but they are still impactful

so I think

number one

is that

you know

when you're thinking

about how

to come up with

the rubric

for how you're

going to judge

performance

is just like

really honing in on

what

what does impact me

and

and then

a lot kind of

comes from that

and being able to

celebrate

and recognize great work happening even when you know it's not necessarily materially moving that number and the other part of it is we have a levels and ladder system so it's a document that's not meant to like lay out like here's the checklist of all the things you need to do but it's you know kind of a guide

for

this is what is expected

in your role

and at this level

and in these

documents

we talk about

the importance

of things

like quality

in that

that you know

what we pursue

is building these

you know

things that

are great

and

another part of that

is also

the operating principles which is kind of like the thing that we align on underneath all of these kinds of levels and letters systems that we have and our operating principles include meticulous craft it is one of the things that is really important to us as an organization is just like having that meticulous care for all that you do like whether it's like vou're you know designing the space that we work within or that you're creating the API or that you're building the interface or that you're you know talking to people on support calls like the meticulous craft is something that you know is actually expected of everybody today's episode is brought to you by one schema the embeddable csv importer

for SAS customers always seem to want to give you their data in the messiest possible csv file and building a spreadsheet importer becomes a never-ending sink for your engineering and support resources you keep adding features to your spreadsheet importer the customers keep running in csv issues six months later you're fixing yet another date conversion edge case bug most tools aren't built for handling messy data but one schema is companies like scale ai and pave are using one schema to make it fast and easy to launch delightful spreadsheet import experiences from embeddable csv import to importing csv's from an sftp folder on a recurring basis spreadsheet import is such an awful experience in so many products customers get frustrated by useless messages like error on line 53 and never end up getting started with your product

one schema intelligently corrects messy data so that your customers don't have to spend hours in excel just to get started with your product for listeners of this podcast one schema is offering a \$1,000 discount learn more at oneschema.co slash leddie I'm going to shift to a different topic and this is just the last area I want to spend some time on which is team building leadership that sort of thing so you've led design at three hyper growth companies two of them airbnb and striper like two of the biggest companies in the world and also just known for great design and I'm just going to ask a broad question what have you learned about building leading managing scaling large teams are there lessons that stick with you anything come to mind when I ask that broad question one of the things that has stuck with me and you know

through all the trials and tribulations of leading and as I've already laid out for you in the very beginning of this call haven't always got it right but one of the things that has like been a clarifying force is I think about growing and leading teams is actually something I learned at airbnb when we were there together it's a formula sort of so performance equals potential minus interference and I really like this it's pretty simple but like is a good reminder that you know as a leader one of the things that you are of course driving towards is trying to get better performance you know better performance so that you know vour team feels you know more purpose and motivation and is excited about their work and that you're building greater things for you know your customers and you're having more business effect

of course performance but the key pieces of that of course is potential so thinking about how you increase potential which would be of course hiring really well developing the talent and helping them grow and increase their own potential to do better and greater things and then paired to that though of course is decreasing the interferences which could be that like kind of lead weight on top of great talent because you can hire the best people in the world but like a muscle atrophying underneath a cast if you know there are interferences that are holding them back from doing great work vou know they're going to burn out they're not going to enjoy the work they're not going to be as successful then you will not get as strong of performance from it and so I really do think of this constantly as to like how can I increase potential how can I decrease

interferences and over time especially as your company grows you know you're going to have to keep doing that like you know the design work is never done in designing a team because the more people you bring in you know the more it puts your processes in a faulty state we you know intentionally or I have intentionally vou know run teams where vou know you get to a point where like it's kind of like running hot right it's just like okay like we've outgrown our processes and that's okay because then you can learn as to like okay this is how people are actually trying to work and this is how we actually can improve it

SO

you know making those changes as needed you know helps to make them you know more sought after and you know more informed in terms of as you improve the processes one of the things that I've been working on since I worked back at Airbnb was this idea of improving awareness of the things that are happening what happens at a lot of companies especially as they grow as people lose touch with what's happening in different parts of the organization and you know everybody's got like a doc that you know their PRD where they've written down what they've done it's got like tons of you know words that nobody really

understands

and you know

keywords

for the

different projects

and that

isn't

you know

the best way

to lead to clarity

and

I'm a strong believer

that a picture

tells a thousand words

and

a prototype

tells

you know

saves a thousand

meetings

what we do

and I've been doing it

for the last

you know

I don't know

you know

decade or more

is

having people

within the design team

share

as a screenshot

or a prototype

of what they are

working on

in a shared deck

and so they add this

to a slide

and google

slide decks

and for you

a couple of weeks

and we get to see

what's happening across the design team and this is really important for all the designers because they could see you know whether or not they're a team of 10 or 170 or whatever it might be what is happening and they can say like oh my gosh like you're working on that surface like so am I and let's talk about it oh that's an interesting pattern and like you know maybe we could use this in more places and we send it t.o the product managers and the engineer leaders and the leaders in the company because it is also a really great way for them to understand what's happening and what are we building together

because going earlier

is

I talked about

the importance of

thinking about things

as a journey

so like

what's happening

in the marketing side

what's happening

in the

you know

this aspect

of the product

and seeing

how all these pieces

really fit together

that has been

you know

absolutely

like one of the things

I will take where

you know

wherever I go

whatever I do

because

it has just been

like

very very

useful tool

I remember that

at Airbnb

and I

there's nothing more fun

than just looking

through a bunch of awesome

designs and products

that are in motion

and

in a deck form

is so handy

just

flip through

what's going on around the company and like oh wow look at this thing that's amazing and it's interesting that ends up in a deck like feels like Figma would be really good for that too but but somehow decks are still really really handy for simple things like that and one of the key pieces is just like keeping it really low maintenance yes you know the design team would definitely prefer that it would be in Figma but I you know critically T want all functions to be able to look at it and you know if not everybody is on Figma and you know if they were that would be great too but if they are not

you know

it's just like flipping through really easy touch up a button you know you can just like send it off it's behaviors that people are really used to commenting but veah maybe one day Figma and the way you do that is it's just like a scheduled call for all designers add your stuff to this deck and then you email it out every two weeks I think you said veah yeah we and we experiment with like how often we ask folks to share and also like you know the granularity of what they're doing like it is not meant to be a status check we're not asking everyone like show us what you're doing it's more of like what are the projects that are happening and you know we might ask like

we'll show us like the medium and large projects you know if there's such just too much going on and all of a sudden it's like a 200 page deck and no one's going to flip through it so we have experimented and evolve that depending on the team size and I think right now we're at monthly sharing of it and that seems to be working pretty well it used to be bi-weekly which I loved because I really love looking through but it ends up vou know if it's you know feels like it's a arduous task then you know it's not succeeding yeah and especially knowing designers they'd want to make sure it's the best version of what they've done and then it takes all this extra time to like okay we got to make this beautiful mock veah you know and we're actually

another part of it

that you know

is another benefit

of you know

opening up

the curtain

a little bit

of like we

you know

we do

you know

certainly we have to take

things seriously

in terms of like

you know

it's confidential work

it's work in progress

you know it's not ready to go live

you know

we're not ready to

you know

critique all the details

about this

like

you know

we do need to make it

very clear to folks

that this is

like work in progress

but also

you know that

it

it is

really beneficial

to bring the work out

because

what isn't great

is that you get to the end

of the project

and people have worked

tirelessly on it

for some

long stretch of time

and then find out

that like

oh my gosh

this is the same project

that we're

doing over here

and you know

this can be completely redundant

or like

these two things

are on a path to collide

so we want to know that sooner

because it

absolutely in the end of the day

will make the work better

save time

and so

you know

opening up that curtain

and showing the work in progress

you know

it can feel

hard at first

but I think people

have started to see

the benefits

and doing that

and then

you know

usually that

will lead to better outcomes

and they'll all run

in the culture too

Going back to this

formula you shared

which I love

performance equals

potential minus interference

is there an example

that comes to mind of

helping with interference

where you

found that

oh wow this is really slowing things down and you change something it actually goes back to org design that we talked about earlier and where people sit so when I joined Lyft as I mentioned to you earlier I was like oh I had learned from the experience that I had at Airbnb and I came in and you know needing to transform the organization and was hopefully much better at it because I had learned so much what actually was going on there is that the way that the team was organized before I got there was that actually physically the design team sat separately they sat in a room that was just like beautifully designed separated from engineering and product and all the other functions by a locked door and that was really interesting to see because of course there were a lot of benefits to it which is that like design vou know had this like

very safe space

for creative discovery

and exploration

and communication

there was

you know

work all over the walls

it was like

wall to wall

whiteboards

and it was just like

absolutely a place

where creativity could thrive

it sounds exactly

like the Airbnb situation by the way

the current Airbnb situation

the original

the fair

fair times

yeah

yeah

yeah

and you know

absolutely

there are a lot of like

tie-ins to

you know

what I had seen

and the

interesting part about like

how you know

actually teams were working is that

you would see that

there was like

a lot of wasted work

and there was a lot of like

misalignment

in what we were trying to do

because there was

you know

product managers

and engineers

that were sitting alongside each

other making decisions and talking about the work and deciding things and then designers were sitting over here in this other room and they were working on something and then they like you know they'd meet up and just like well that's not aligned like no that doesn't fit the goal and like what you know you went that way we were supposed to go over this way and so you know interference in the sense that it was like it was wasted work it wasn't actually aligned to the goals it was slower and vou know there were definitely benefits like there was real reasons for doing this and I know there are companies including Apple that have you know kind of like separation of these things but I think if you're going into that kind of way of working you know there's probably a lot of other decisions you need to make too

in terms of the way the teams work

and so what I was seeing there was just you know it's kind of like the composite of all these you know aspects coming together that was not leading to vou know more efficient and and less interference and so what we did was to evolve the way we were working and bring better alignment to the different functions and again vou know had done it with you know an approach about listening and you know came into that with a vou know kind of better understanding of getting to know the team and getting to know engineering and product and see what our goals were together so that when we were making changes we were making the changes together and we you know actually were aligned so that like on the day that we opened the doors and you know brought you know design and engine product together and and had you know spaces for folks to like

work together and like they actually sat with each other we still kept the creative space for vou know this is where we'll do crits this is where we'll do working sessions this is where the folks that don't work in an embedded fashion will sit but we had like vou know the best of both worlds in that way and so with that alignment of the way that the the teams were working together there was much like faster kind of iteration cycles better clarity on how the work was working and we still kept and protected you know that room for creative space like literally the room and literally the room in terms of like figuratively speaking for allowing for in creative exploration but more aligned and just to understand essentially you re-orged the teams and not just physically move people but you kind of changed the way the product and design and engine team was even organized

yes yes like literally and figuratively we broke down the wall and you know brought the teams physically together so that they would work together and then you know we had an org chart where it's like okay these designers are working on driver these designers are working on rider these designers are working on you know it's the safety team and then they would sit with their respective engineers and product managers and then vou know we would as I talked about earlier like we would come together at key moments to make sure that we as a design function we're still vou know aligning on you know shared goals about you know the overall experience but also making sure that we could work well with our partners

so interesting that that was a recurring pattern at the places you went I imagine Stripe was not like that there was not all designers sitting in that locked room not in a locked room and I joined Stripe it was a zoom universe so it's a little bit different but you know we do even today we have you know a studio space where you know we have all the great you know tools of craft and when you do go into the offices we do have places where you know designers sit together especially in the functions that aren't embedded so we do have for example we have brand and marketing creative we have the the website team and we have you know folks that work kind of across all of the things

that we do

and so

you know

for sure

there

there usually is

some sort of

creative space

which

I actually think

like having a physical space

for creative discovery

and exploration

and you know

having that up on the wall

like you know

I love that so much

and you know

I go into the office

about half time now

and you know

I think over time

we'll probably build out

more and more

because it is really powerful

in addition

to having teams

like sit by

the disciplines

that they work with

every day.

It reminds me of a quote

I have on my wall

that

I think I found in the

Rick Rubin book

but it's by someone else

so I don't know exactly

where I

found it

but it's a

the object

isn't

to make art

it's to be

in that

wonderful state

which makes art

inevitable.

Ooh that's good

I like that very well.

By Robert

Henry.

Okay

by Robert.

That's what I try to do

in this little

podcast

studio that we got here.

That's awesome.

Is there anything else

that you

think would be useful

to share either

from scaling

design teams

or broadly?

I think one of the other

tendencies I see

of companies

at different stages

of their growth

is

a fear of bold ideas.

What happens

is that

it can happen

at small sizes

and then it can happen

at large sizes

actually.

It's just that

a fear of

kind of like

shaking things up too much

or big ideas

with lots of things changing influence are really hard to measure. And so like actually like you know if we just like make an incremental approach it's very measured and we can we know what the outcome is going to be feel safer. You know I can get it done in the quarter and depending on how your performance is managed that might be more attractive. And so that is a dangerous tendency because I think if we go back to like what quality means you know and you think about it as like well like quality is really you know your users are the judge of that and the way that they experience things oftentimes are like across products across surface across time. If you just think about you know these like incremental approaches to the little you know to the scope of whatever that is that you own you are very likely not to like

make the the whole thing better. So I think we have to fight against that and you know the way I look at it is you know the way I talk about it is like reach reach for the stars and land on the moon and what I mean by that is that vision work is really important and I think like sometimes you can get a bad name because you can end up with some folks that are doing vision work that goes nowhere and they make a beautiful deck and then it gets like seated on a shelf and nobody ever builds it like that is not what I'm talking about here that is not what I recommend but actually you know vision work that absolutely does look at the you know the entirety of the experience a comprehensive approach and vou know a journey approach and thinks about how these things you know various things

may come together to be better and like sketch out the ideal version and I think Brian Jesky talks about it I think it was like the 11th star experience I think you once said let's listen to white stuff that we talked about a couple of times on this podcast yeah looking at it as a journey yeah like it's not the five star approach it's not the six star approach but like the 11th star approach where they go show what that ideal version is like because if you don't know what that is like what are the chances that you're going to increment yourself to the right outcome in the end and you know as I talked about before like building the house like you want to see what that picture looks like in the you know the you know how all these pieces

and I strongly recommend

come together

you want to see what it looks like in you know an ideal form because you're going to always work back from that and so it's like okay if this is what we want to get to this is what like our product is going to look like in two years how do we get there and what very likely is it's a team effort and various parts of your organization are going to have to own various parts and you know maybe we ship this piece first so that we can study it and learn and you know make sure that the data is good before we move to that next piece like I'm not suggesting you have to ship the whole thing at once but that like you know kind of North Star lays out the process in a way that I think allows for vou know big risk-taking in a way that is measured and thoughtful and you know actually also feels like progress as you step towards that versus like you know trying to like

get there you know day one and you know likely you know end up giving up I love that reach for the stars land on the moon that could be a metaphor for so many things let me try to squeeze in one more tactical tip for people listening if someone's hiring a designer so someone that's not a designer you know just founder or product team just like what should you look for that may be a red flag or something that you want to look for to kind of feel good that they're going to be a good fit the kev I think to keep in mind is you know it's easier to teach tools and process than it is taste and character so I would certainly you know pay a lot of attention to that you know kind of like their hit rate for you know great judgment

in

in great taste

and how they've honed that

you know

even if

you know

they're not very experienced

like

just to like

see

do they have that

you know

natural inclination

for great things

the other piece of it

is that

you know

certainly

you want to find somebody

with great talent

for sure

and high craft

but you also

want to find somebody

that's humble

you know

that like

folks that are really good

at what they do

aren't always

but

humility is a really important part

I mean

I think it's a really important part

for anybody on a team

because

vou know

if you're working on a team

vou know

you need to work together

and

it is important that they have

that respect and empathy

and understanding

and

you know

enthusiasm

for the folks around them

but also the users

so

you know

humility means

that they're going to

pay more attention

to what

the users are saying

and hopefully be curious

about what's working

and what's not

and you know

strive to

navigate these things

to make it better

and then I guess

the last piece

would just be

vou know

hustle

or

or hutzpah

I'm not sure exactly

what's the right way

to put it

but

you know

the

design

and you know

the creative functions

is

you know

it's the act of creation

and

it's scary

you know

it's like to like

take a blank piece of paper

and

propose something

that you think is better

it's

scary

to

you know

have the courage

to say

this is not good enough

and we should do it again

is scary

and so

having somebody

that has

you know

that kind of

like courage inside them

to

you know

fight for great

is pretty important

and

that hustle

to like

try to

execute on that

you know

rapidly

is of course

essential

as you're

you're hiring

at really

any stage

company

and I guess

lastly I think

you were asking

in particular

like

is

you know especially with younger companies who are startups you know I think one thing that can be hard is like do you hire you know more junior doer or a more senior you know kind of like thinker or operator you know it's like if you had all the in the world like all of it but I do think in your early stages you probably do need a doer but it is important to also have that kind of lens of you know how do you build an organization that's user focused and the way that they operate and the way that they work together and bringing you know

a strategy that will

help to be

user focused

from the start

SO

you know

maybe a great way

of doing that

is kind of

having like a more

you know

senior leader

design advisor

and then

a you know

kind of

executor or doer

you know

full-time on the team

that's a really cool tip

on the craft

and taste

piece

a lot of times

people don't

have that themselves

necessarily

any tip

for how to

measure that

is there

I don't know

a book

vou'd recommend

or

trick

or is it just

trust your

trust your judgment

and like

does this feel

great to you

it's contingent on like

what is the thing

what is the user need you know so something that you know is is really great like we do a lot of tools that like we strive to make them power tools for our users and a lot of times that means like dense information that of course is like still you know easily accessible but you know we'll definitely feel different than perhaps vou know a consumer product that is meant to be extremely you know light and sparse and vou know directive to like one individual thing at a time so it really kind of depends on the context of the product sometimes so that's why it's hard to kind of quote an individual book but yeah I mean I can think on it and we can put it

in the show notes there there are definitely books that talk about like the principles of great design and we can look at that amazing willing to extra books that come to mind after one other question I wanted to ask is what's a favorite project that y'all have worked on at Stripe? Oh yeah we get a good one that I'm so excited about we well first off I don't know if everybody knows this but Stripe prints books so Stripe Press we print books that are we consider of ideas of progress it's you know our intention of bringing great ideas out there they don't all have it you know most of them don't have anything to do with financial infrastructure it might be any number of interesting

problems and opportunities

of things

and ideas

that people have talked about

I have many of them

in my background here

I'm a

huge fan of Stripe Press

nice

and we take great care

to

you know

kind of like

deliver these ideas

of progress

in books

that hopefully

feel beautiful

and

we have a new book

coming out

that you can pre-order now

and it is

Poor Charlie's Almanac

and so it's actually

I already pre-ordered

vou did

I'm so excited to hear that

I'm really excited for it

it's

it's a fascinating book

and it's

20 years old

it's actually

Charlie Munger's

words

but

Peter Kaufman

a friend

and a colleague of his

assembled

all of these documents

over the years of things that you know Charlie had written and said and put it into this kind of like anthology and so this book is really fascinating and it's not you know it's not really a linear story so much and so we have reprinted this book uh we also have we created a teaser site that I strongly recommend you all check out it's oh man it's unreal I remember that when you launched that I was like just keeps going and gets crazier and wilder and amazing I don't even know how that's possible

on a

it's

uh

on a website

and that's

it's pretty awesome

our website team

is just like

as you know

we talked about

the importance of

like design

and engineering

working

super closely together

and it's just

just like that

and wild

you know

that art and science

coming together

into something that

you know

hopefully is

is fun

and engaging

and people want to

you know

pursue it

and

so we're working on

that the book

will be coming out soon

and we're working on

an update to the site

that we're

really really

thrilled about

so you can

you know

kind of

read the book

online

um

and it really

in a special

kind of way

so yeah

very big fan of this

what's the website

for folks

that you happen to have

that you're

all otherwise

we'll link to it

in the show notes

for you

yeah

yeah

it is

uh

press.stripe.com

will be

where you can see

all the books

that we have

at Stripe Press

and I believe

the first one

in the line

and actually

what you'll see

in the

the website

is that

you know

we originally

had a kind of

like

you know

typical

buying model

of like

the squares

outlined

 $\quad \text{and} \quad$ 

one of the things

that you know

we sought to do

with the website

is to kind of

consider like

what would be you know a great experience for understanding different books and like when you go into a bookstore like you see like you know the the spines of the books and you you know kind of pick them up and you turn them around and you look at them and so that's actually what you will experience I mean I should stop describing it just go and check it out and you'll see as we we sought to deliver this work in a way that vou know would be aligned with what a reader would want to pursue I can't help but ask but how did that even come together was it just like this passion project of like

oh this book's coming out I just want to invest a bunch of time resources into this or is how does that happen at a at a stripe yeah well I mean a stripes mission is to increase the GDP of the internet like we vou know we strive to build global economic prosperity because you know that's greater access across the globe but there's more ways to do that than financial infrastructure financial infrastructure is absolutely a major part of that right and it is like kind of like the lifeblood of businesses and it enables them to accomplish more but this notion of like ideas of progress is another angle into that so while it might not be our core business it is very much aligned with our mission and so

yes

it takes time

but we feel that

it's important

for what we're

setting out to do

and it also

relates to

you know

the pursuit of

you know

creativity

and excellence

it is a part of

you know

our identity

it is a part of

you know

who we

we

feel we are

or we strive to be

and you know

we're excited to

share that with people

so you know

in part

it's like

in some ways

like

how they get to know us

and they get to see

you know

the care

that we put into

you know

any number of things

Katie

is there anything else

you want to

share

or touch on

before we get to

our very exciting lightning round we talked a little bit about you know the importance of different disciplines and the you know kind of importance of quality being a group effort and you know I hope this doesn't insult my function as I say but like at the core design is is simply intention bringing attentionality to the decisions that you make and thinking about you know who is this thing for so like if you're designing a doorknob let's say and it's like okay just the doorknob speak to whether or not I'm going to push or pull or turn is it comfortable in the hand

is it easy to manufacture is it easy to put on and remove vou'll see these are some of the intentional decisions one could make whether or not a designer an engineer the product person any old function can you know put that intentionality if you think about like who is impacted by this who is using this that literally could be anything from designing a doorknob to designing your org structure to designing your strategy now obviously great design is also creative and it also is demonstrated with great taste vou know for what is beauty and so of course that's where you know I would say that like design expertise with people that have these you know creative skills and these great tastes is you know an incredible important thing to you know

bring into the organization but I think you know day one everybody can bring more care and intentionality and I think that will result in better outcomes internally and externally in the long run like your podcast is a great example of great craft and great quality like your you know I would I was just saying this to my husband the other day

doing this and it's just like

your podcasts

there's like

more usable learning

as I was talking about

per you know

minute

than you know

most

I don't know if that's like

a metric

that you're measuring

but like

I love how you don't have

your quests

tell about their background

right

because like when someone tells

about their background

like that is interesting

but like

it's not really like

usable information of like oh I can take this information and run with it and then bring it to my own team and make my work better and so like you have clearly thought about that well I don't know if that's why you made that decision absolutely that is a great way okay okay that's great and I also love you know the way that you you set these things up you know you had said to me you know in the thing that you set me just like if it's not good we're not going to ship it and you set it in very nice ways by the way but like at first I had this like oh gosh like if it's not good what if it's not good but I also had this moment of like oh well that's pretty great because if it's not good he's not gonna you know embarrass me to the rest of the world

hopefully

and I love that

because that was that

courage

that I was talking about

earlier too

of that like

you're not gonna let

that go out

because

you know

that

each one of these little things

will end up

you know

leading to

a belief

of the

level of quality

of what somebody

you know

can

rely on getting

when they listen to your podcast

and you know

again

like

one workout

isn't going to be a six pack

but like

every one of those things

you know

will end up leading to

better

you know

quality overall

so

kudos to you

you're nailing it

so great

wow

Katie

what a nice way to end it

I really appreciate that that's exactly how I think about it actually you cracked my whole strategy of just making it as concretely useful as possible I was actually on David Perrell's podcast recently and and he had this really good way describing this which is exactly what I've tried to do but I haven't put my words into it of make it as useful as possible per minute without removing the humanity realized that's kind of what I do is like vou know I could cut all the stories of everyone's backgrounds but that's that's that sucks so it's just optimized for value and concrete tactical advice also make it fun and human and interesting yeah S0 thank you

for the kind words

and with that we reached our very exciting lightning round I've got a number of questions for you are you ready I'm ready let's do it let's do it what are two or three books that you've recommended most to other people one how to win friends and influence people it's an oldie but a goodie I forget how many years old it is but many many decades yeah I think it was like in the 1930s but ves I mean the cover is funny you know you might be embarrassed to read it on a bus I don't know but the learnings from it you know are timeless and I've actually read it four times and I'm gonna always do for another because it is a great reminder of just like how important

the way you articulate things are

and you know

not a

you know

negative or gross kind of way

but like

people care first and foremost

about themselves

like

that's the body that they are

within

that is the context that they are

within

and

recognizing that

you know

I think can be really powerful

as you think about leading teams

as you think about

working with other people

as you think about being

a good spouse

like whatever it might be

so

a big big fan of that one

the other one is

a newer book

I think actually

I was still a couple of years old

it's about the Wright Brothers

by David

McCall

I think

I've been learning how to fly

and so like

I'm very obsessed with this

but like

I think it's a book

that's relevant to everybody

especially

even

on

**Furnors** 

because it just like

kind of talks about

the

impossible challenge of like nobody thought it could be done

you know

even

vou know

the American like

Institute of Science

like didn't think it could be done

and you know

these individuals

that had the like

resolve

and the commitment

to

you know

make it happen

and I think also the power

of this like

beautiful partnership

of course

the brothers

that doesn't always mean

you get along

but they

their brotherhoods

and they

you know

they did so

and

it's a beautiful story

S0

big big big

big fan of that

and then

third book

I would just say

is actually

I brought it over

because I knew

you were going to

ask me this question

I don't know

if you could read that

but

the boy

the mule

the fox

and the horse

this book was given to me

by Jenny Arden

which

I think you may know

it's wonderful

it's a beautiful story

it's like

you know

it's

make you laugh

it's

you know

it teaches you

a thing or two

and

you know

one of the

best quotes

in it is

one of our greatest

freedoms

is how

we react

to things

very roots

yes

awesome

what is a recent

favorite movie

or tv show

that you really enjoyed

Oppenheimer was amazing

and tv show

shrinking

and

that one was really good

and it actually

really surprised me

how like

funny

and like

positive it was

because the

trailer for it

does not give that impression

but

it was really good

sweet

I've not seen that

what is a

favorite interview question

that you like to ask

candidates

tell me what

work you're

are most proud of

and the reason I ask that

is because

well

it helps me understand

their taste

and their judgment

what motivates them

what work they view

as good

and as a good outcome

it also helps me understand

a little bit about

you know

what they like to do

and where

you know

they're

kind of like

gravity pulls them

is their favorite product

you recently discovered

be a nap

or physical thing

anything yeah well as a parent you should definitely know the Tony box oh I don't know this the Tony box so good the Tony box I should have brought it over too so it's a it's like a squishy box but it's a speaker and your kids can control it and the way they control it is these little figurines I mean this is also like a brilliant product because you want to buy all these figurines but the little figurine so it could be like vou know Belle from Beauty and the Beast or like Elsa from Frozen and vou know they place the figurine on top and that activates the stories that this book the thing reads to you or the songs that it plays for you you can record your own voice so that you're telling stories to your child and they control it all by themselves and they can drop it on the floor and it's all good but the Tony box pretty awesome it just texted my wife to

check this out

amazing

great

very handy and timely

do you have a favorite life motto

that you'd like to

share

come back to

find meaningful

I don't say this out loud

but I do

I've had it as a post-it

like in my jewelry box

and that I

you know see regularly

tomorrow

is today

and what I mean by that

is that

so often

you know

I will like

in my head

be like

oh I'll do that tomorrow

like oh I'll eat better tomorrow

oh I'll think about that vision tomorrow

I'll you know

communicate better expectations tomorrow

and you know

it's kind of like those like

joke signs that like

free beer tomorrow

because you know

very easily tomorrow

just always moves on

and I needed to run

mind myself

that like you know

it's actually

it is now today

tomorrow is not that one

I feel like I need to

take all these mottos which are amazing I love this question that I just invented and just put them all my wall here in this office yes that's a great idea you should make a book look of letting go oh man the tribe of mentors version of Lenny's podcast that's awesome is there a lesson that your mom or dad taught you that has really stuck with you especially as a newish parent veah I think about this a lot I am a mom of twin girls and you know I feel so lucky that my parents raised me to see that accomplishment is based on merit and hard work and they never made me feel like vou know because I was small and that I was not as strong as you know somebody whatever it might be that I wasn't able and so like my dad had me you know chopping wood and mixing cement

as a young kid and you know that certainly led me you know in one part to be a designer but also vou know to be able to pursue leadership and be you know even though sometimes I'm comfortable like willing to be in the room where I am vastly outnumbered by people that you know don't look like me and you know wanting to or just like not letting that hold me back and I actually I thought about that the other day because I was riding in a lift to the airport this was also at like 4 a.m. so it was like really hard time to be in a lift to go under the airport and the driver was telling me about his kids and actually he had twins it was one boy one girl and so we were talking about twins and he's like yeah yeah you know like my girl she's my princess and vou know I you know my son doesn't understand why I don't let her take out the garbage and like

why her job is to sweep

and you know

that's his job

he's like

I'm not gonna let her take out the garbage

like

and I was just

was sitting in the back of the car

wondering like

should I tell him like

you're screwing it up

like no

like just because

you know

she's a female

doesn't mean that like

she's not you know

able to do the jobs

even the hard ones

and even the bad ones

like taking out the trash

and you know

I really do think that

I'm so fortunate

that

you know

that was never

the way that my parents

were looking at it

and that

you know

now

today

I feel like

that is very much

a part of

a little bit of my

hutzpah

and willingness to

you know

kind of like step out there

because

I you know

hadn't been held back from those hard jobs earlier beautiful final question you mentioned that you fly planes and this is my actually related to my last question I guess one that's I was gonna ask if that's true you mentioned it is true is is there a lesson that you've taken from learning to fly and flying that you can that you've brought into product leadership design anything come to mind yeah first of all learning fly has been such an amazing experience because there haven't been many things in my adult life where you feel like yourself going from like knowing nothing about something and like being able to do something and it's just like what an incredible kind of journey that is and so whether it's like vou know learning a language or whatever like that

that is awesome

and highly recommended

but

no

one of the key things

that is definitely sat with me

from the experience

of learning how to fly

that I

definitely thought about

how to bring it into my work

is that

when I was

kind of

getting to the stage

of being able to do things myself

so my instructor

is sitting there next to me

and

you know

usually he's right there

at the controls with me

so if like

something goes wrong

when I'm

you know

flying

that he's right there

and

I remember

the

you know

one of the first times

when I was

like learning how to land

where

he moved his seat back

and like

like a lot

and so like

he was now like

kind of out of touch

for the controls

like he could jump there

if he needed to

but like

he really pulled back

and it was

such an incredible

like

visceral experience

I was like

he trusts me

like

in like

right now

he is like

he is showing his faith

in me to

take this

and like

take this challenge on

and I think about that

all the time

it's just like

you know

how can I show

you know

my team

people I work with

like

my support

and trust in them

vou know

to take that challenge on

and so like

you know

I can't always move my seat back

but like

what might be the way

and so that's been a

you know

pretty

pretty great example

of like

something I want to pull forward

that is an awesome metaphor

I feel like this whole episode

is just full of

beautiful metaphors

also just full of beauty

Katie

thank you so much

for being here

two final questions

working folks

finding a line

if they want to reach out

and maybe ask some questions

and how can listeners

be useful to you

yeah

well first off

please do

you know

find me online

because

you know

as I talked about

like

we are in

the pursuit of

you know

trying to build

excellent things

and it's always a work in progress

and so I'm always interested

to learn

how others do it

and you know

see how we can improve

our own methods

I am

Lil

underscore

dill

on Twitter

and then I think

that name was taken

on threads

so I'm Lil underscore

dilly

with a why

on threads

and then I'm Lil

LinkedIn

find me there

we're hiring

so definitely reach out

we

at our job board too

stripe.com

slash jobs

definitely check us out

we definitely

would love to hear from you

Katie

again

thank you so much

for being here

thank you Lenny

bye everyone

thank you so much

for listening

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