Every TIer's Role
@ Trilogy Innovations (During TU)

Your journey in TI will commence with a unique three-month training programme at Trilogy University. This training programme has been especially designed to bring out innovators and solution architects in you.

Trilogy University (TU)

Which is that one team that can solve any problems that come their way and also share a great sense of camaraderie? It's none other than the US Navy Seals. Trilogy University is conceptualized and modeled on the 'US Navy Seal Training Program'

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This is a one-of-its-kind training program meant to transform our student recruits into tech professionals. The freshers grow as seasoned techies who learn the art of innovating solutions to any problem they face.

What's more, the TU is a boot camp where Trilogy Innovations' culture of trust and ownership is instilled. Naturally, these 3 months are highly intense in terms of both work and fun. It is here that we kickstart our company's community spirit into gear.

In this role, you will find yourself amongst India's hand-picked talent beginning their professional journey responsible for creating highly innovative solutions for our large portfolio of enterprise software products. You are expected to develop and present ideas on the next generation of solutions that will drive Trilogy Innovations (TI).

You'll spend your time:

1

Track Phase - 4 WEEKS

- Learn new technologies
- Solve assignments
- Work with different platforms used in TI
- Interact with Trilogy leaders on a weekly basis
- Learn important soft-skills like customer interaction, business pitch presentation

2

Section Phase - 8 WEEKS

- Pitch your ideas based on a theme to our leaders
- Refine your ideas based on feedback
- Finalize on a particular idea
- Execution of the idea
- Coming up with the final pitch

Key Responsibilities

- To make sure you learn all the technologies taught during the first month
- Coming up with new end to end solutions to a valuable problem
- Writing and executing good and efficient code
- Coordinating with all the teams (external/ internal) involved
- Taking ownership of getting the project done in the given timeline
- Receiving and sharing regular feedback from and to the TU management team

What you will be doing

- Learning something new each day
- Conducting deep research on topics
- Pitching multiple ideas to leaders
- Interacting with everyone in the organization
- Interacting with customers on a regular basis
- Interacting and creating a relationship with your mentors and batchmates
- Driving your idea with complete ownership

What you will NOT be doing

- Working on side projects/projects of less value
- Working in isolation
- Working hard without having any fun

Must have skills

Hands-on in coding
(at least 1 scripting &
1 OOP language)

**Good
problem-solving
skills**

**System design
basics**

**Good
communications
skills**

**Good
analytical skills**

Good to Have skills

➜ **UI/Frontend skills**

➜ **1 or more research papers in a specific domain - ML/Cloud/AI, etc**

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Trilogy University is your gateway to the vast world of Trilogy Innovations. So, make most of your time as a student for a successful transition to the Trilogy family.

In this role, you have joined an exceptional crew, a very passionate team responsible for creating highly innovative solutions for our large portfolio of enterprise software products. You will advance the frontiers of what is possible with software and ratcheting up its impact on business and the world. You will work on some of the world's most pressing problems and unearth solutions that add tremendous business value by learning and applying exciting new technologies, cloud, ML, Innovation, breakthrough, doing better scalability and more.

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You'll spend your time:

- Researching in-depth to build an understanding of the product and its market space
- Identifying patterns in complex systems and seeing ways to make them 10x simpler
- Designing software that maximizes the use of existing code and services. You will apply low code/no code principles to solving the major, intractable problems of enterprise software development.
- Solving problems using "latest" technology, never on old and at times solving problems with what is going to be significant technology of future
- Making the most important decisions on technical solutions, top of the line technology and technical design decisions alongside your VP for the project, such as:

> - What are the core data structures used by the app? Why were they chosen? How are they mapped or applied to the domain of the problem? What were the tradeoffs or alternatives?
> - Are there any important or valuable algorithms? What insights led to choosing them?
> - Are important third-party components/technologies used? Why were they selected? Are they the right ones today? Were they ever?
> - And similar decisions to be made regarding competitors, internal and external APIs, limitations, components and fundamental technical decisions.

What you will be doing

- Work on different design problems every 60 days.
- Learn and work on a wide variety of products with distinct tech stacks and business domains.
- Constantly challenged with assignments that make iterative progress on a larger problem or be smaller and targeted design problems.
- Directly work with customers to solve difficult problems.

What you will NOT be doing

- Implementing features from a requirement list
- Performing "tasks" assigned by a "manager"
- Waiting for feedback to come to you

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You will

Dive Deep: Interview product owners to understand their problems, pitch ideas and build solutions.

Customer Obsession: Hone the art of taking your customer along on the solution journey, and learn to appreciate that it is just as important as building good software.

Communicate: Learn to demonstrate progress and highlight problems rather than "provide updates"

Own the product: Act like a CEO for the product. Make decisions independently and learn to communicate them in a way that elicits constructive feedback and debate.

Deliver Results: Write code, review code, debug, investigate bugs and outages, deploy software, and support it.

Be Curious: Seek out new problems to solve that can deliver business value, write a 6 pager and pitch to your VP/CEO with conviction

Think Big: Wear a product management cap, come up with the next set of features to develop to serve our customers better.

Earn Trust: Work in a pod structure of 2-3 super-smart peers. Here, you have a shared purpose and the onus of responsibility to make decisions and complete deliverables are on the pod. You will decide amongst yourself, the part each will play in terms of deliverables and timelines. You share feedback on each other's work to get the best out of the pod.

Develop the Best: Hone your skills by seeking mentorship from your project VPs with rich industry experience and great enthusiasm towards innovation and developing an all-star team

Hire the Best: Contribute to hiring a star team by continually raising the bar, improving processes, interviewing.

This is the role every single Trilogian will perform. TI's Total Rewards (compensation + benefits + recognition + sometimes training) are geared towards rewarding how one becomes proficient at above, independence level one has reached in delivering all of the above and how well one imbibes TI's values and Leadership Principles while carrying out this role.

You will be continuously challenged.

Sneak Peek into problems
you will attempt to solve / Case study

Free lime prediction

Cement is typically made from limestone and clay or shale. These raw materials are extracted from the quarry, crushed to a very fine powder and then blended in the correct proportions. This blended raw material is then heated in a rotary kiln where it reaches a temperature of about 1400 C to 1500 C. The product which comes out of the kiln is called clinker. It falls out of the kiln and cools down.

At this point, a sample is taken (which appx. happens every couple of hours). This sample is then analyzed in the lab, where important quality parameters of the clinker are measured. Depending on the results of the above-mentioned analysis the operators can change some parameters and adjust the production process. As the analysis cannot be performed that often because the analysis result is available to the operators with a delay, a precise prediction of one of the quality parameters (namely Free Lime) would be of great use. The kiln is enabled with state-of-the-art IoT sensors which capture the internals of the process such as temperature, humidity, amount of gasses, speed of rotation, etc every few seconds.

The goal of the project is to accurately predict free lime, so as to:

1. Reduce heat consumption by adjusting the process in the kiln
2. Improvement on production rate
3. Improve quality stability and compliance

Digital Publishing

A newspaper publisher wants to convert their physical paper to e-paper. As a part of the conversion to the e-paper, the publisher wants to appropriately identify elements in the news segments such as headline, content, images, articles, advertisements and automatically translate them into a rich media format best suited for digital publishing. Currently, this process is handled by a legacy tool that uses a rule-based approach to identify specific news snippets and convert them to digital format. Further, the rules can vary from publication to publication and it is difficult to codify all the rules. As a result of this, we need to supplement the automated flow with a manual review and correction process. The challenge is that this manual process can be quite time-consuming, error-prone and quite costly.

Your goal is to reduce the costs of manual correction by 70-80%, by ensuring that:

1. The news elements are detected and classified with high accuracy
2. The process can scale to hundreds or thousands of publishers