How Clubhouse became remote-friendly

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In the beginning there were two... co-founders, that is. Andrew and Kurt started the company together and were committed to sticking it out and building a company here in New York City. Once they got the product past the MVP phase and sorted out the first round of funding, they set out to hire the best developers they knew, first one then another then a Customer Success person and some more developers after that.

According to Kurt, “We always kind of knew that given the fact that we use Clojure, which is a bit of an esoteric language, we’d probably be able to hire better people if we cast a very wide net.”

While “Silicon Alley” boasts many well-respected software companies and a growing community of tech workers, the talent pool in the city is simply smaller than in the more prestigious technology centers to our west.

That said, for the first year or so, we were able to find the people we needed to scale up the team right here in New York City. Our team was small and operated out of one tiny office that eventually filled and found us nearly crawling over each other to get in and out. We moved to a new office and then grew a bit more.

Things were going well, but NYC being the gritty place that it is, it wasn't long before one person on our team mentioned that he was looking into moving away.

When posed with the challenge of either having a remote team or letting go of such a skilled developer (who is also a person we all love working with!), the choice was easy.

We'd keep him by letting him go remote.