



ENTERPRISE
DEVOPS
T E C H C O N

build software better

bring your software organization to a new level

Better software ... and more

- Better practices
 - Balanced teams
 - Centralized knowledge
 - Shared tools and services
 - Community building



About me

- Sander Harrewijnen
 - Technologist Application Modernization at ITQ
 - Sr. Software developer
 - Labs facilitator



A known phenomenon

- Slow response to changes
- "Over the fence" processes
- Silo'd capabilities
- Toil and waste

- Tickets, tickets everywhere



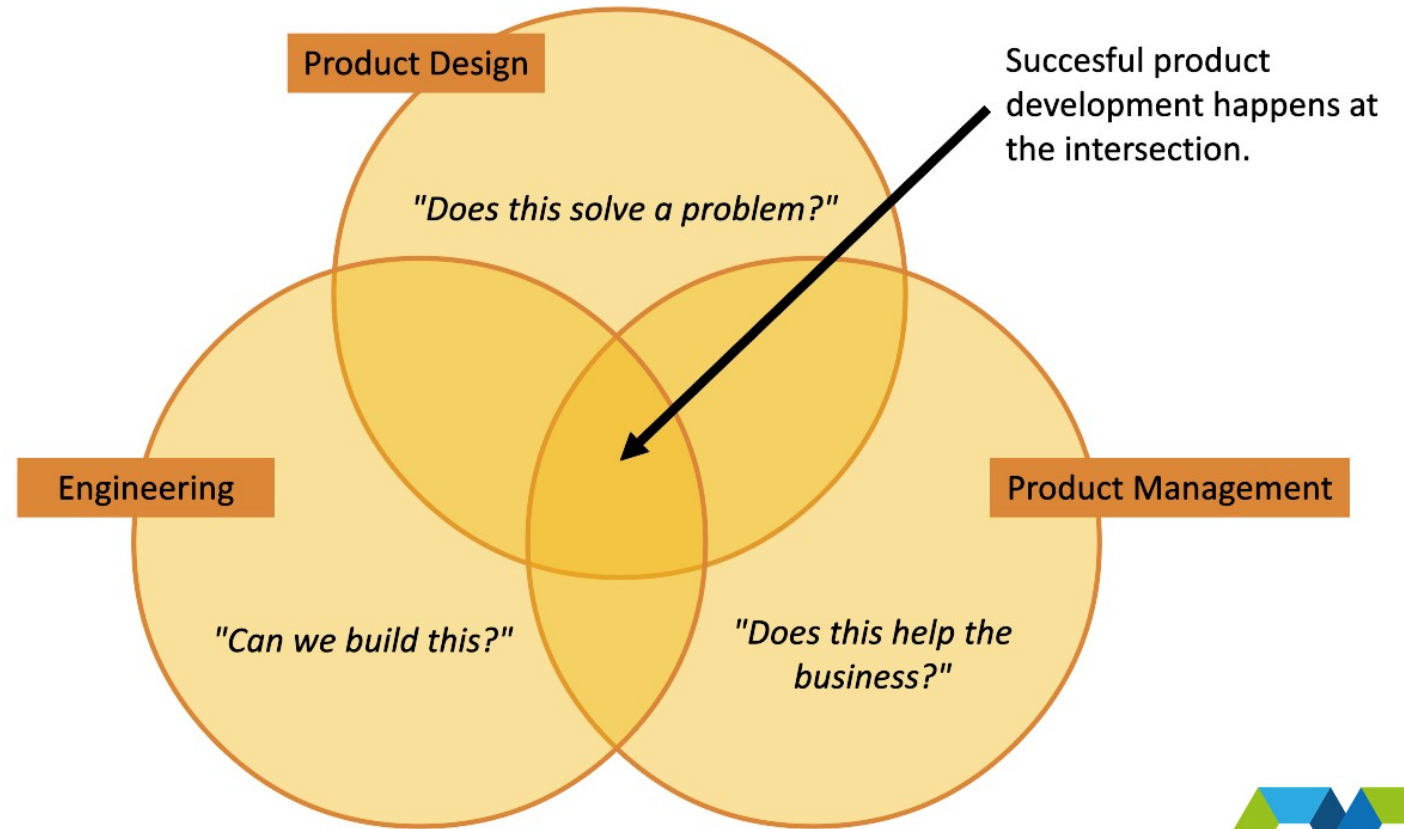
A different approach

- Self-organizing ("2 pizza") teams
- Autonomy
- Responsibility
- Accountability



The balanced team

- Product Management
- Product Design
- Engineering



Way of working

- Product Management
 - Balance between business and users
 - The public representative of the product
- Product design
 - User-centered design
 - Finding the value
- Engineering
 - Extreme programming
 - 12-Factor principles

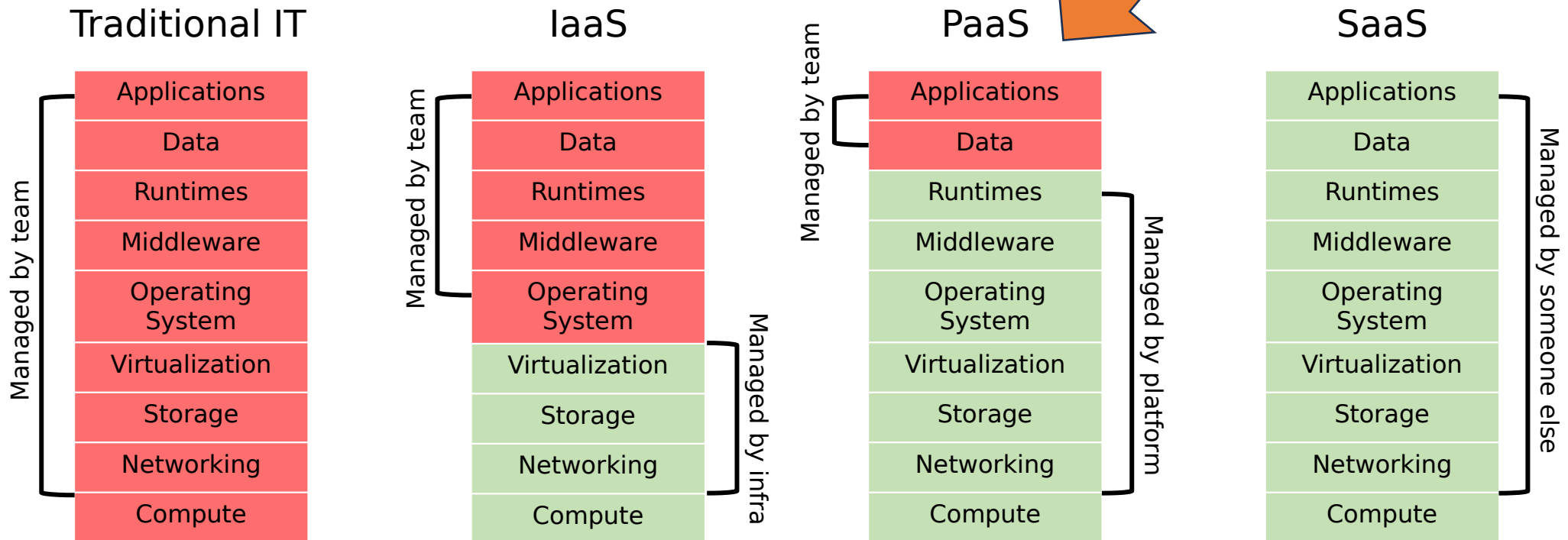


Cognitive load

- Full stack
- Full lifecycle
- Can't do everything!



The Value line



The platform

- Is a product
- Aims to reduce cognitive load in product teams
- Provide self-service capabilities
- Platform-, tools-, services- and operations (balanced!) teams
- Internal marketing!



The enabling team

- Balanced team of experts
- Knowledge and skill transfer
- Introduction of new ways of working
- Onboarding to new platform



Golden Paths

- From idea to production in hours
- Well documented
- Easier to use than alternatives
- Owned and maintained



The cookbook

- Centralized knowledge
- Accessible to anyone



Developer experience

- The sum of a lot of things
- Lots of things-as-a-service
- Self-service and autonomy

- Onboarding experience is a useful indicator



Culture and community

- Fuzzy and squishy
- No hard-and-fast ways
- Must be nurtured and maintained
- Shared vision across the organization

- Guilds (e.g., UX, Python, Front-end)



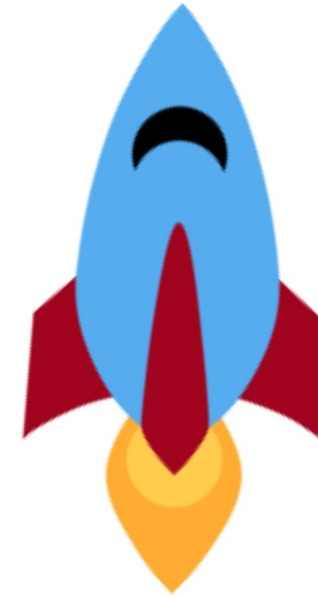
Why do all this?

- Reduce toil and waste
- Shorter time-to-production
- Robust solutions
- Better products!



Day 0

- Innovation
- Experimentation



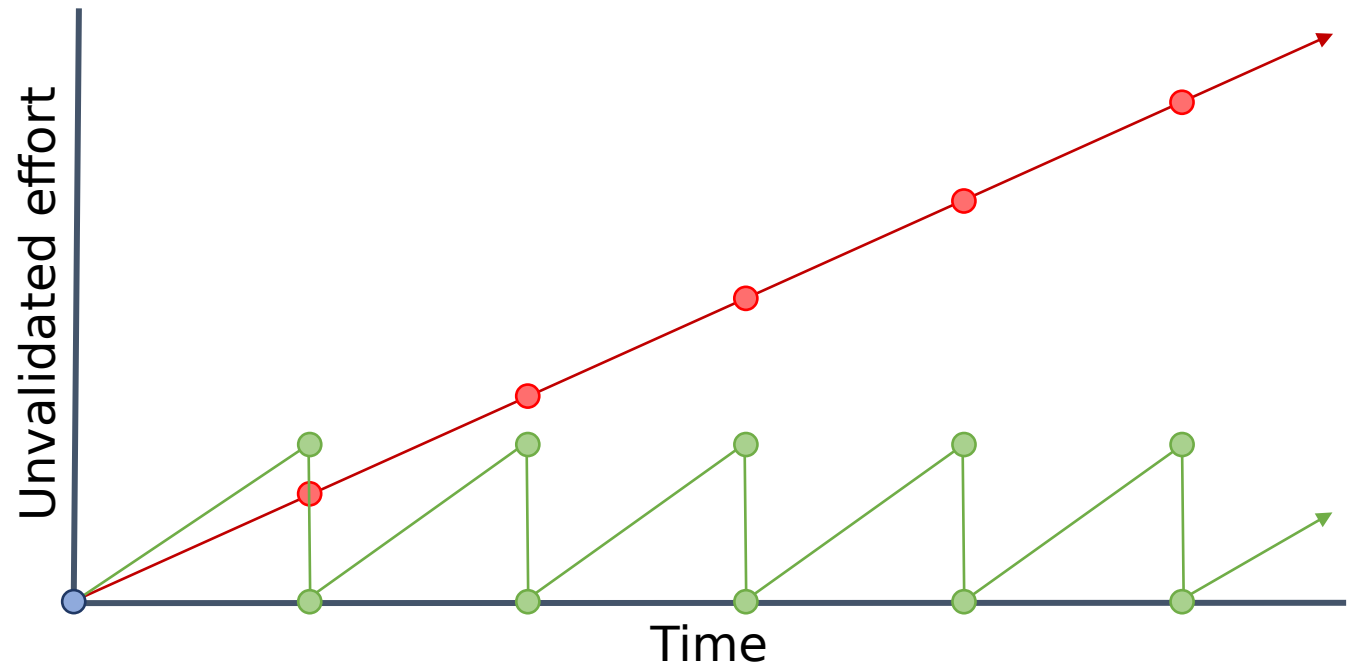
Day 481

- Beware of "big design up front"
- Maintain ways of working
- Allow space for innovation
- Standardization



Small steps!

- Change one thing and see what results you get
- Build-Measure-Learn - Minimize risk



Take-aways

- Balanced teams
- Golden paths
- Enabling team
- Internal developer platform
- Community
- Small steps!



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Build better software
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