

Transforming Developer Experience

Lessons from Building a Platform Team

Tobi(as Mende), Tech Unicorn Builders





"Happy developers are 12% more productive."



... but this isn't about happiness alone.

DevEx

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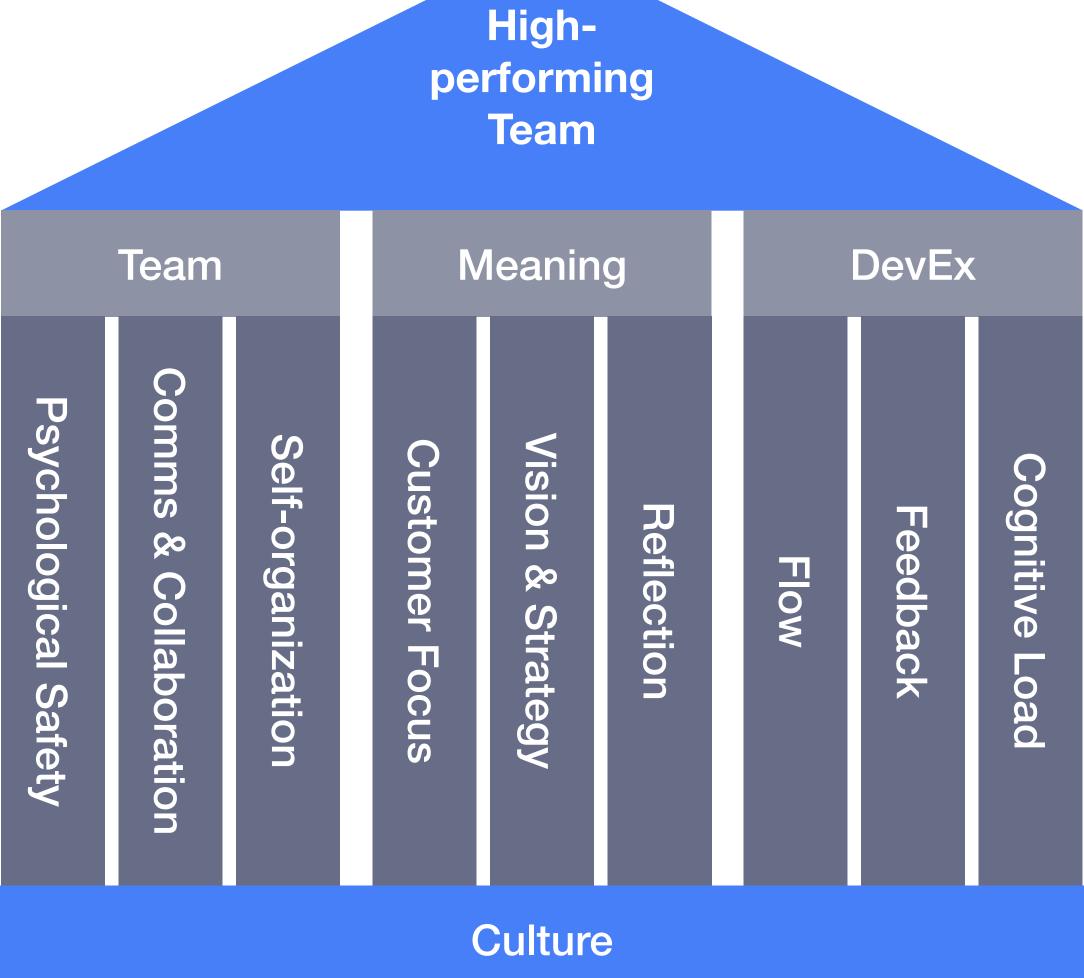
Great Developer Experience ...

- ... increases happiness
- ... reduces burnout
- ... increases retention
- ... leads to higher developer productivity
- ... increases profit

High-performing Teams

Need DevEx

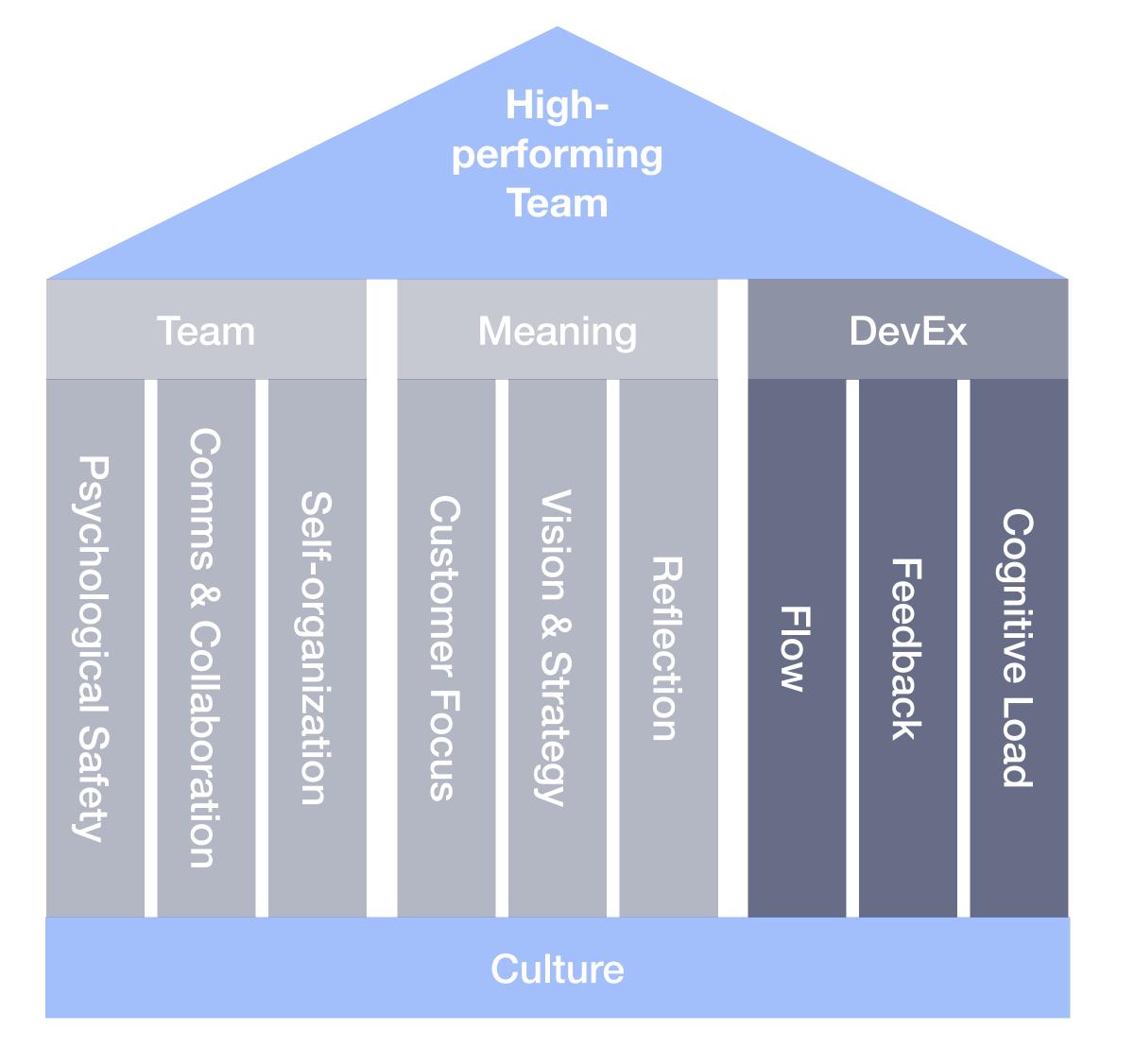




High-performing Teams

Need DevEx



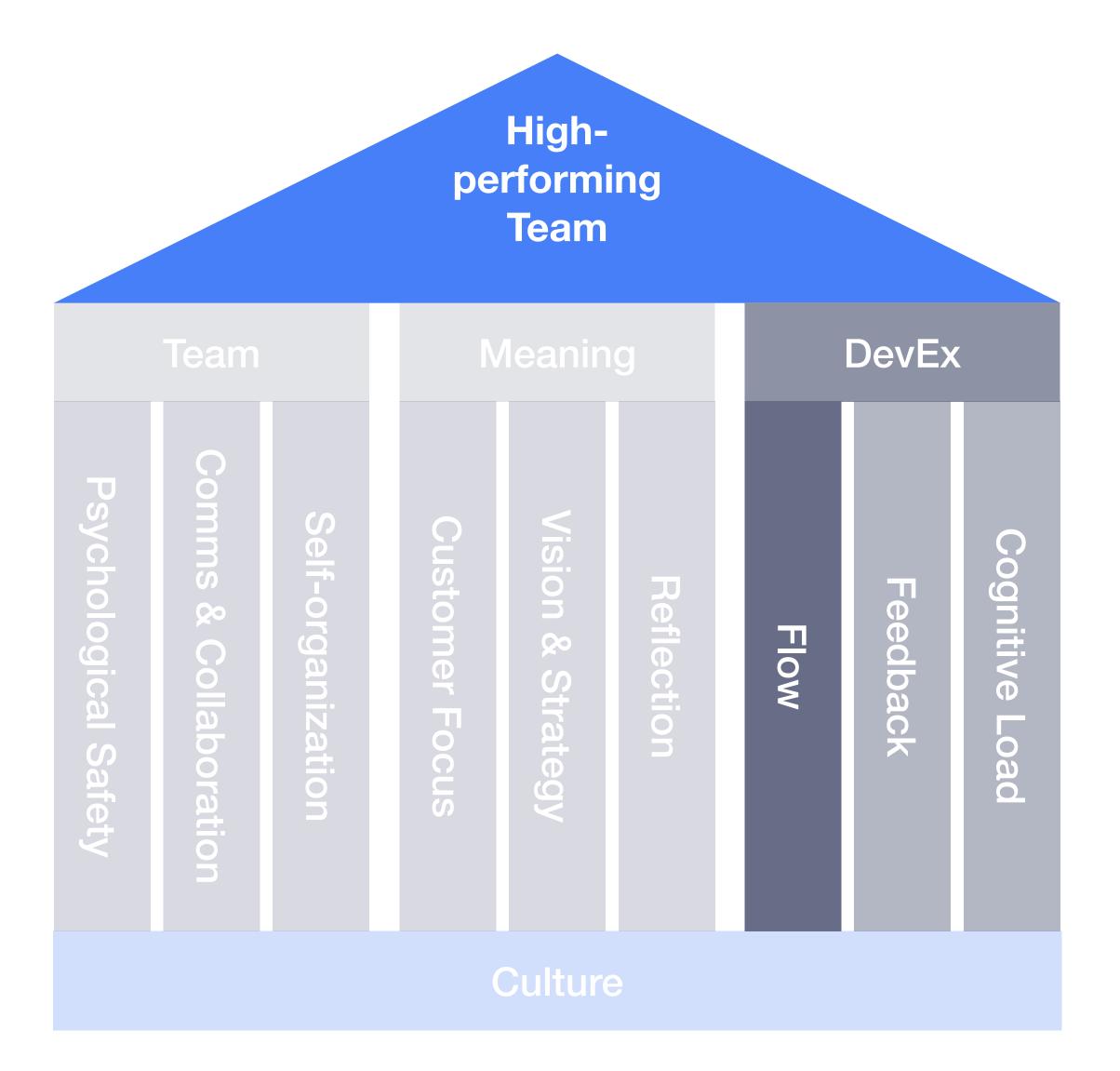


DevEx

Dimension: Flow

Flow =
Focused
Motivation



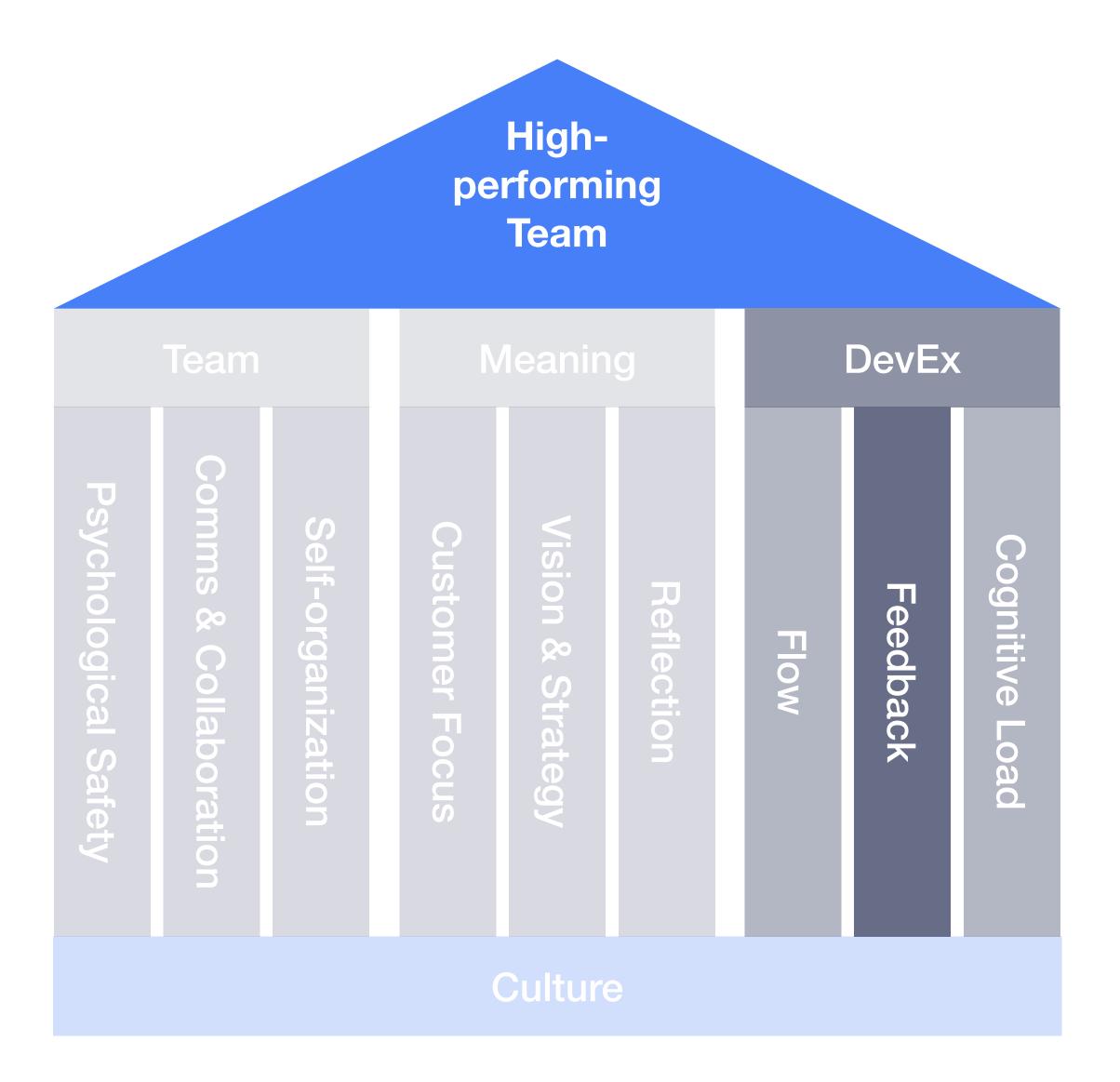


DevEx

Dimension: Feedback

Shift Feedback Left





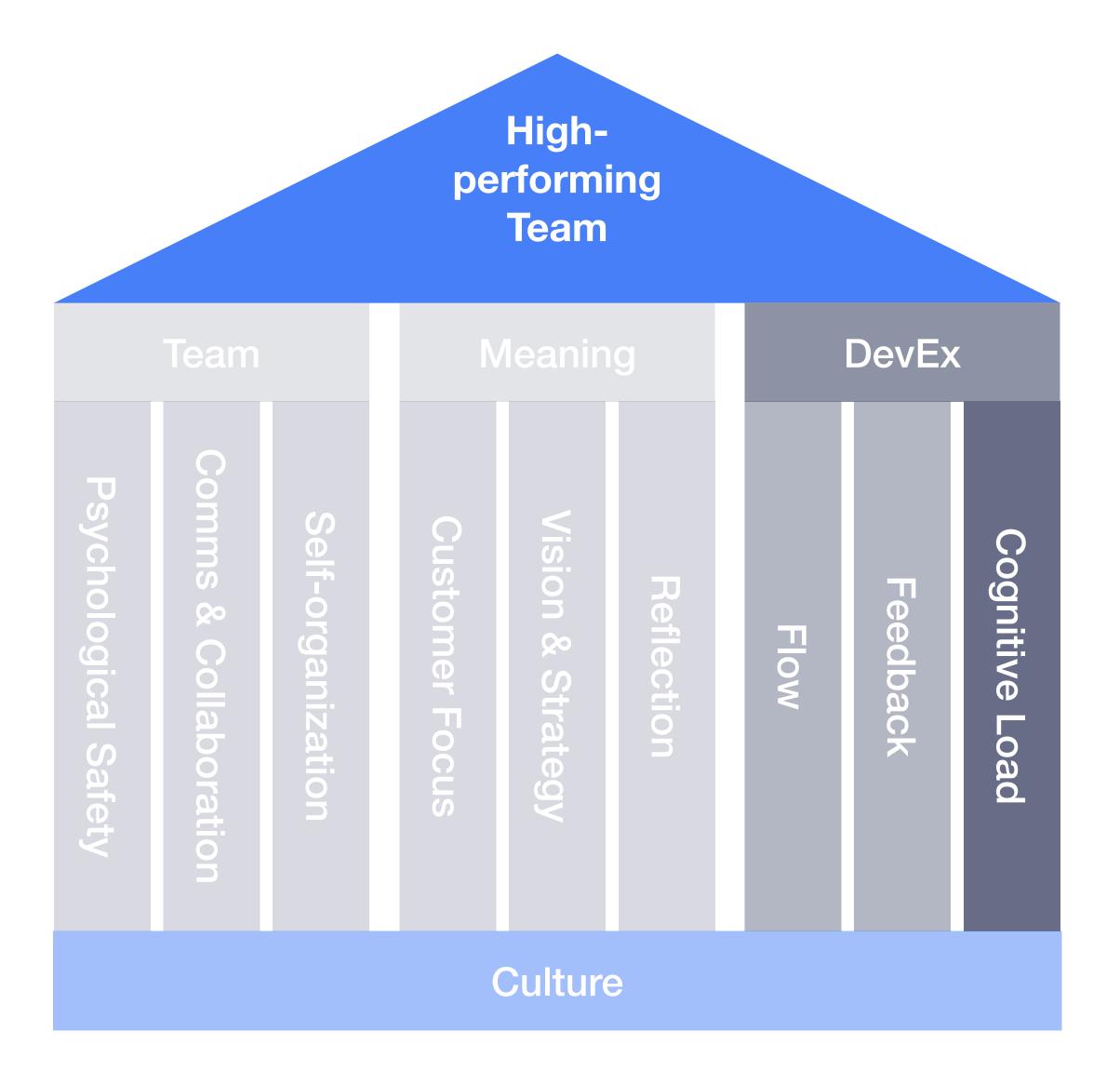


Dimension: Cognitive Load

"cognitive load refers to the amount of working memory resources used"

Wikipedia







Our Context

Beginning of 2021

- Remote-first B2B SaaS startup
- One monolithic system.
 - One backend,
 - one frontend, and
 - some smaller services around.
- One main repository.
- Six engineering teams.



- Kotlin + Spring Boot
- TypeScript + Node
- Vue + TypeScript
- GitLab
- AWS (mainly EKS + S3)
- Terraform + Ansible



Challenges Beginning of 2021



- Issues in tooling and structure affected all teams.
- Nobody owned these aspects.
- No team had real competency here.
- Redundant but differing solutions.





DevEx issues were not prioritized by product teams.





DevEx topics were a distraction.

What helped us

Beginning of 2021

- Having a homogeneous tech stack.
- Tech leadership community identifying the need for a DevEx team.
- VPs (Eng & Product) supported the idea.







The Mission: Outstanding DevEx for our product teams.

Qualities

we wanted in every team member

- Detectives
- Generalists
- Connectors



Team Setup

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How we wanted the team to look

- 6-7 team members
- Criteria:
 - Cross-functional (frontend, backend, QA, infrastructure)
 - Diverse
 - Internal hires (from different teams)
 - Trusted team members





Approach and Initial Challenges

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Never put an "and" in your team name. – Mistake #1: Platform and DevEx



We deleted the entire backlog. Didn't miss it.



Start broad. Then go deep.



"From 2 painful weekly deploys → 20/day, fully automated."



No Authority Needed!



Lost our infra expert. Learned K8s together.



Modes and Mindsets



How we worked.

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"Not our job" wasn't in our vocabulary.



DevEx was our product. Developers were our customers.



Leadership without authority = influence through trust.



We didn't force teams to use our tools. We made it easier to choose them.



We didn't own the pipelines. Teams did. We made them easier to own.



Platform mindset + enabling behavior



Balancing Focus and Collaboration

The pros and cons of being close to your customers.

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Being close to developers = high insight, high distraction.



One inbox channel. One support person. Weekly rotation.



Private DMs create bottlenecks. Public channels create transparency.



Reward the behavior you want to see.



Lessons and Mistakes

Mistakes we made, so you don't have to ...

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The blurry line between platform and DevEx.





Focus on DevEx, and DevEx only.





DevEx Teams need DevEx, too!





Be mindful about complexity and cognitive load of the DevEx team.





Starting the DevEx Team too late.





Start when 2 – 3 teams have overlapping DevEx concerns.





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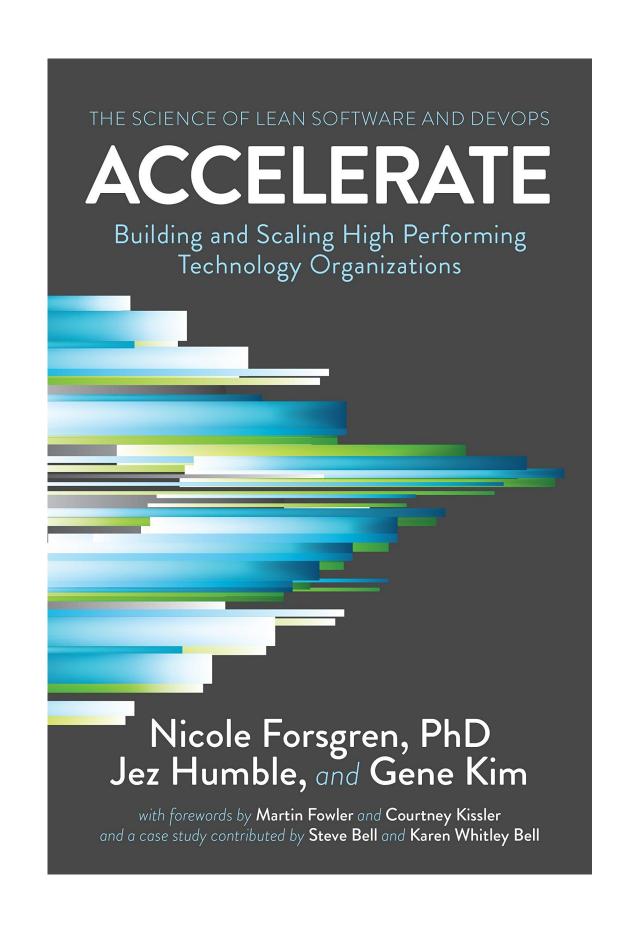
Build for devs, not their users.

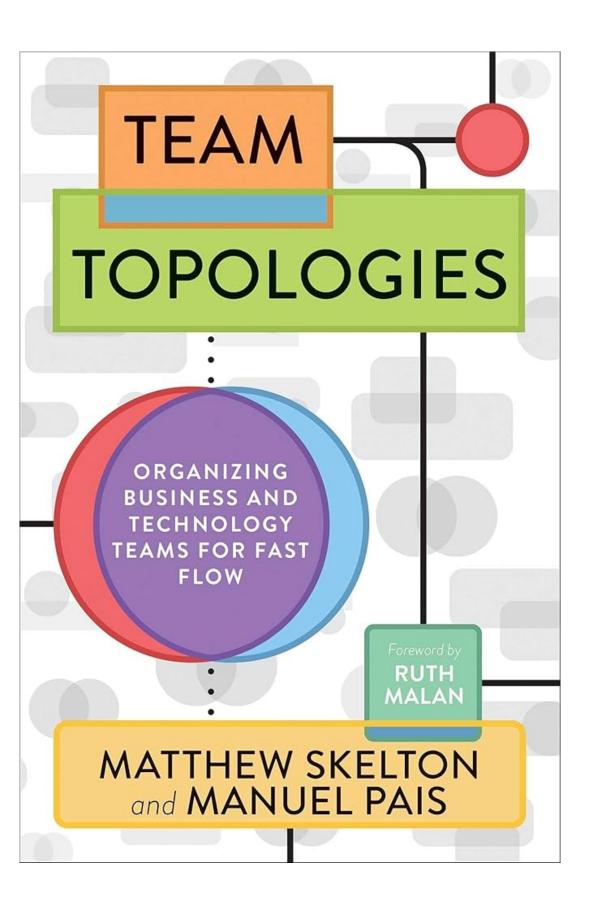


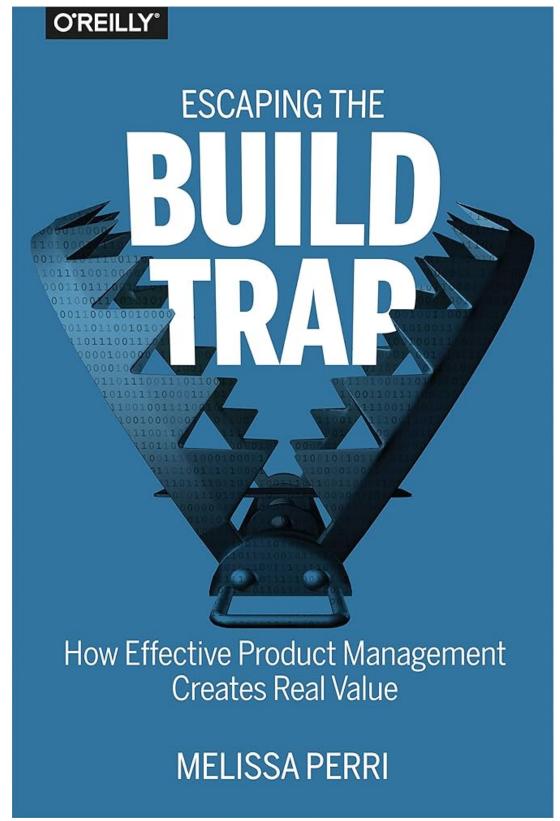




Of course we stand on the shoulders of giants ;-)

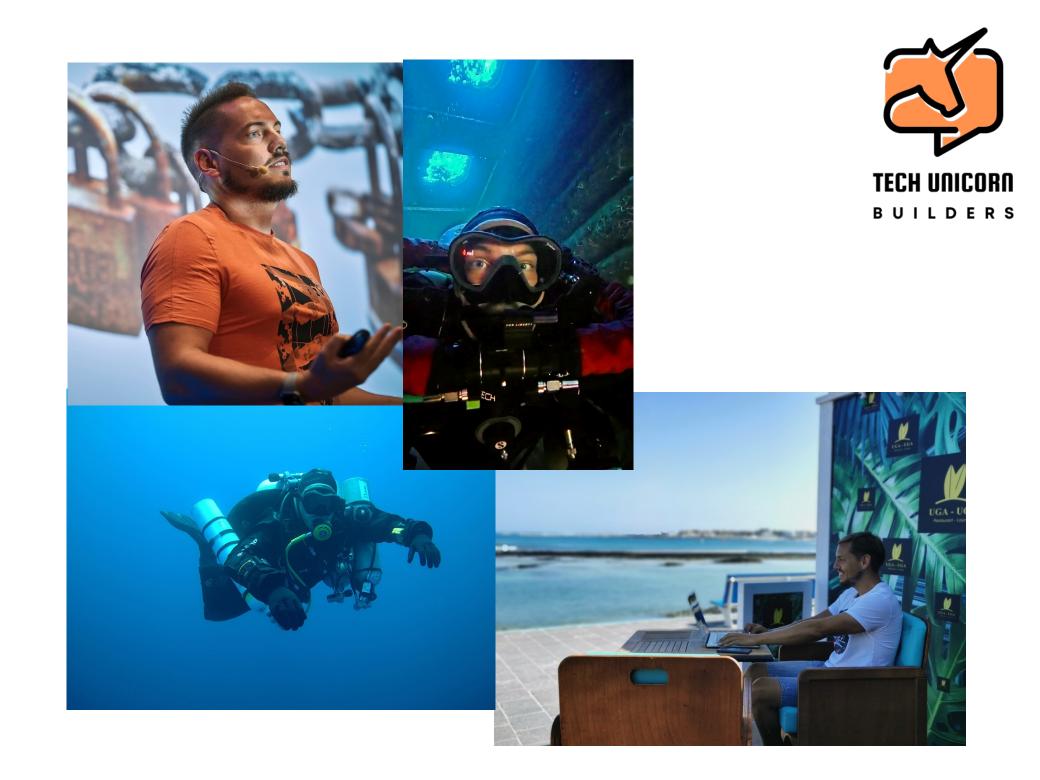






About me Tobi(as Mende)

- Helping software companies build better software products faster
- Doing this through:
 - Leadership Consulting,
 - Technical Agile Coaching,
 - Interim Engineering Leadership,
 - Workshops, Courses, Mentoring





Please Give Feedback, Connect, Get Slides



How would ideal DevEx look like in your organization?



Please Give Feedback, Connect, Get Slides