

Engineering at the brink of scale



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Skyscanner Flights iOS App

Find cheap flights

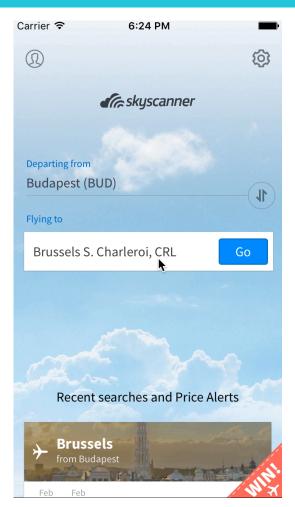
40+ million downloads

30+ languages

In 13 countries AppStore

Avg. 50+ million visitors across web and app

Complex problems live in travel





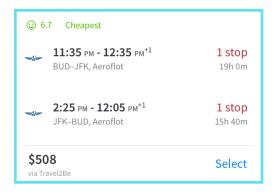
What do users use our app for?

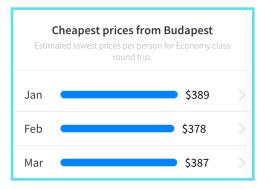
Finding the cheapest flight

- flying frequently (business man)
- chosen destination, looking for prices
- Problem to solve: find it from 1,200 global partners

Collecting ideas

- no idea where to fly or when
- need information to decide
- Problem to solve: Anytime/Everywhere (1.5bn+ quotes)





Help each type of user

- First: Understand them!
- Product mindset: Start with the user, end in the (X)code
- "Data Driven Development":
 - Analytics
 - User testing
 - Prototyping
 - Experimenting
 - Research



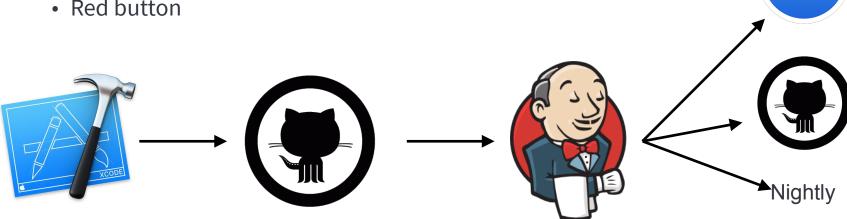




We should backup this with a workflow

- Spotify squad <u>structure</u>
- Designers and Engineers working closely together
- Fast iteration for prototyping, focusing on MVP
- No in-house QA -> tester hat
- Every night crowd testing build
- Near every 2 week release -> Force iteration, fast feedback
- Once released: Measure, maintain, support

- Two week release:
 - Automated release trains
 - Red button





- Enable more and more people to work on the project:
 - Previously monolithic, now more modularised app
 - (see also MassiveViewController)
 - Identify dependencies
 - Minimise interface
 - Layer = repo

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Platform

Core

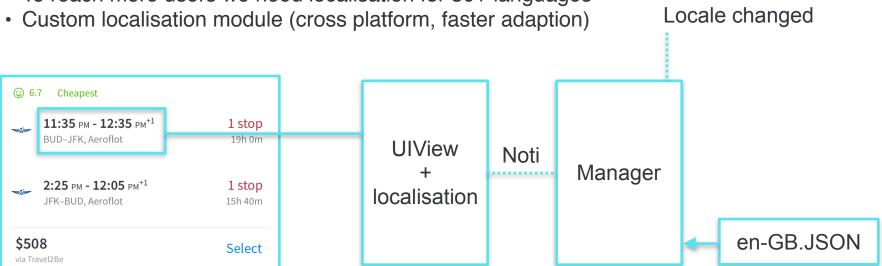
Analytics

Localisation

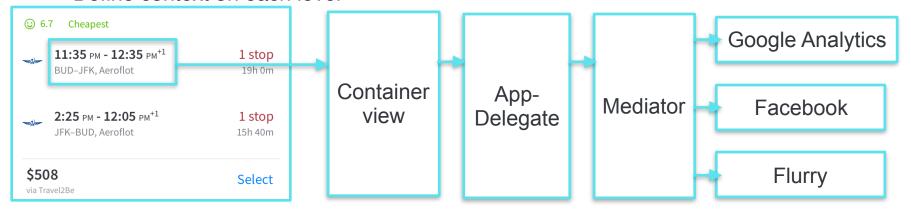
Experiment



• To reach more users we need localisation for 30+ languages



- To understand users, we need information
- Analytics module to aggregate more tools
 - Low cost to add another
 - Define context on each level





To take away

- 1. There is a path for developers to become engineers. //By expecting Scale
- 2. The field of travel hides complex problems, that we try to solve. //Requiring Scale
- 3. Engineers modify approach to solve these problems in Skyscanner. //Adapt Scale

Thank you & QA



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