

Teaching Old Dogs New Tricks. Infrastructure as a Product.

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About Heather.



About Ed.



About Discover.





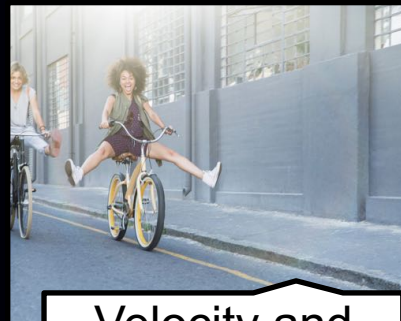
Drivers to change



The Cloud
Disruptor



Fintechs and
the competition



Velocity and
Reliability



Feedback and
innovation



Optimizing those
staying put

You don't
need to
know how
the sausage
is made



Hitting walls everywhere

The pain and suffering
with infrastructure silos

A day in the life of our
consumers

What outcome are we
driving anyway? Ours or
that of our customer ?

It's going to take how
long to deploy my
infrastructure ?



Why automation was not enough

Manually running a script
is not “automation”

Automation is not
Infrastructure as code but
instead a pillar

Cultural change is critical
to drive the right behaviors

Sharing the responsibility



Heroes
are
overrated



Trying
something
different

The birth of cloud solutions

Incubate new ideas,
experiment and iterate

Clear founding principles
that everyone operates by

Not all about delivering
capabilities; taking care of
ourselves

Eating our own dogfood and
continuous attention to
technical excellence



Be Consumer Obsessed,
Customer Focused



Deliver Value



Be a Trusted Partner



Don't be afraid to fail.
Learn and get better



Be comfortable being
uncomfortable



Be Flexible & Frequently
Iterate

Infrastructure as a product here as well as there

The end to those long
running big bang releases

Focus on the customer and
value, not technologies

Establish feedback loops
that improve value

Iterate quickly and frequently

Adopting guiding principles
that promote self service

Focus
on the
shiny
and
new



We're
doing
great...or
maybe
not

You're only as fast as your slowest dependency

We're fully automated *except*

I can do this faster without automation

Our products and services were great until that first prod outage

Shifting left exposes our weaknesses
#YouMustBeThisTalltoRideTheRide

Closing the facepalm gap

Immutability is your friend and
computers are stupid

Build partnerships, create trust
and get everyone moving

You can't just move an app to
make it faster; design and
architecture changes may be
required

Communicate and enforce your
guiding principles



Bringing
Everyone
Along ...

Well Almost Everyone

Now we're all trying to do it,
with some help

Lessons learned from our cloud
teams can be applied broadly

Product & behavioral principles
as a foundation to everything

Productizing our infrastructure
and teams everywhere is good
for all



Tying it
all
together

Don't
try this
at
home...



Some mistakes aren't worth making

Either have a craft beer habit or wear skinny jeans but not both

Stop focusing on process or tools over people and interactions

Stop boiling the ocean and trying to fix everything at once

Stop focusing only on delivery of capabilities; tech debt matters!

What can you do

Become a community and
do it together

Slow your roll. Better to be
valuable than fast, rather
than not and faster

Share the responsibility,
both applications and
infrastructure need change

Take time to take care of
yourselves

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Key References

12 Principles behind the Agile Manifesto
The Twelve-Factor App
“Project to Product” – Mik Kersten

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