

HOW WE BUILT

VAPOR CLOUD

WHO AM I

- ▶ Jonas Schwartz
- ▶ Qutheory, LLC
- ▶ Previously at Nodes
- ▶ History in both Backend development and server operations
- ▶ Twitter/GitHub: joscdk | Slack: jonas

WHAT IS VAPOR CLOUD

- ▶ Cloud solution, built for and by Vapor
- ▶ Currently
 - ▶ > 150 applications
 - ▶ > 5,000,000 requests/day

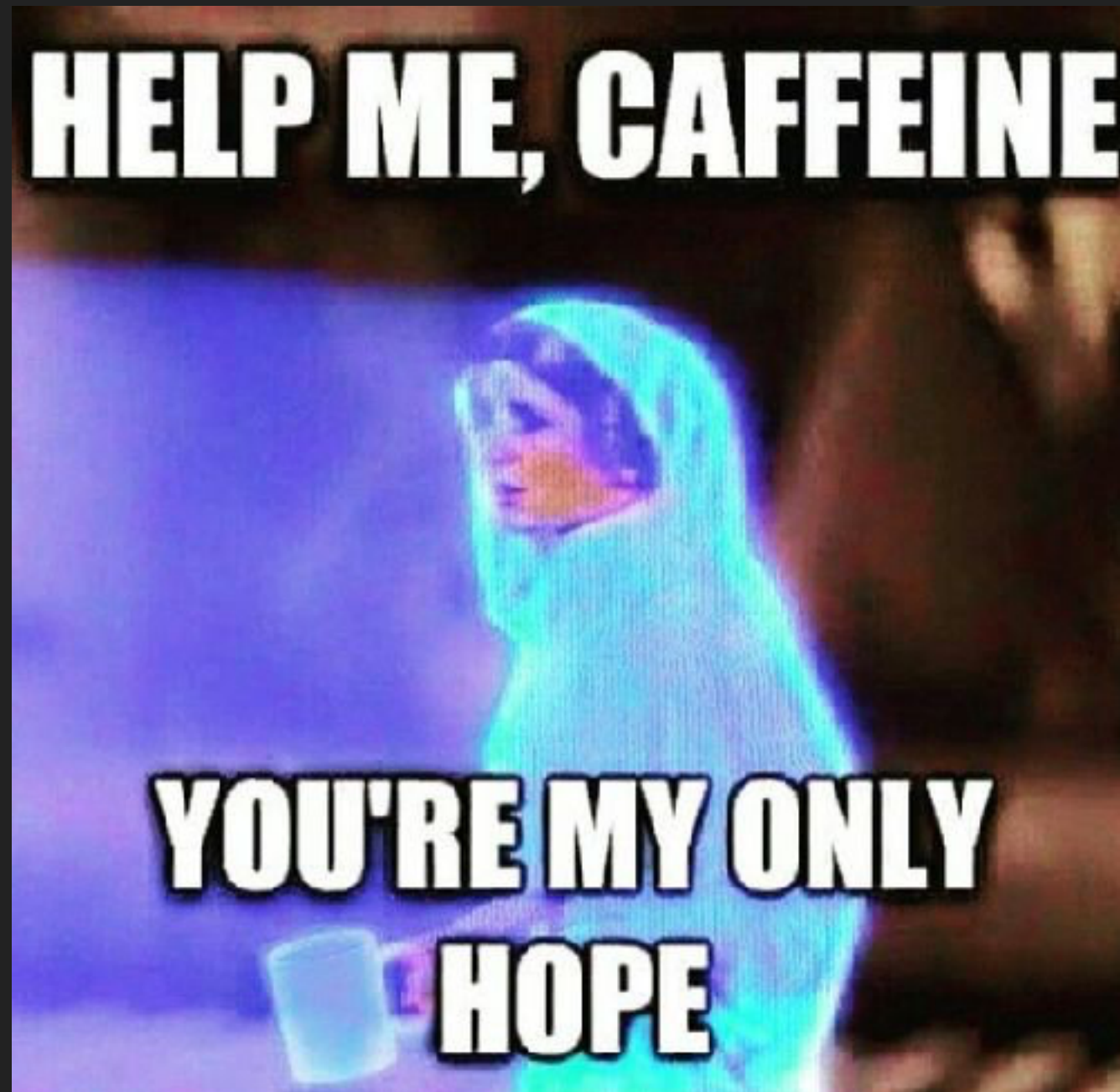
WHAT IS VAPOR CLOUD

- ▶ One command:
 - ▶ Setup
 - ▶ Deploy
 - ▶ Domain/HTTPS
 - ▶ Database
 - ▶ Cache

INITIAL PROCESS (HOW WE STARTED)

- ▶ Started back in February (First project live in April)
- ▶ Tanner, Logan & I getting to know each other = BEER!! 🍺
- ▶ 1 weekend, 2 whiteboards & 4 geeks
- ▶ Make a plan with sprints, ending up in different beta phases
- ▶ (Remembering we also need to get Vapor 2 released 🙄)

AFTER DECIDING THE DEADLINE



MAIN TECHNICAL DECISIONS



- ▶ Kubernetes - Container Orchestration
- ▶ AWS - Market leader cloud provider
- ▶ Ubuntu - Operating System based on Debian

DEVELOPING VAPOR CLOUD

- ▶ Microservice architecture
- ▶ Developing as much as possible in Vapor
- ▶ Few Ruby parts, these are currently being developed in Vapor
- ▶ Go modules to keep with Google standards

ADVANTAGES/DISADVANTAGES OF SMALL TEAM

- ▶ 3 person team, for both Vapor and Vapor Cloud
- ▶ Keeping 24 hour uptime/support
- ▶ Working across multiple timezones
- ▶ Fast execution on ideas

WHAT ARE OUR FUTURE PLANS?

- ▶ Payment system 😂
- ▶ GitHub integration
- ▶ Deployment hooks, build flags and verbose output
- ▶ DB Backup restore, manual backup and download
- ▶ Public API documentation
- ▶ And a lot more...

BIG THANKS TO ALL BETA USERS AND NODES

- ▶ We want to extend a thank you to all our beta users, for help us testing, including the dev team at Nodes.



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ANY QUESTIONS?

**SIGN UP FOR OUR BETA TODAY AT:
[HTTPS://VAPOR.CLOUD](https://vapor.cloud)**