

What's going on with Cloud?

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What's going on with Cloud?

- Disconnect between the whys
- Resulting in a disconnect between the hows
- Security some place in the middle or in a corner
- Mixed messages across the industry
- No idea what's going on with academia

This talk

- Why orgs should move to cloud
- Why orgs end up using cloud
- What can go wrong and why
- Why it's important to you
- What you should be doing

Why orgs *should* move to cloud

Reduce Capital Expenditure

Reduce Personnel Costs

Reduce Operational Costs

You only pay for **what** you use, when you need it!

You only pay for **who** you use, when you need them!

Ops sucks, make it part of the service costs!

Transfer Compliance Costs

Cheaper backup, retention & archiving

Compliance sucks, make it part of the service costs!

Economies of scale yolo!





Why orgs end up using cloud



"It's the future, right?"

Everything in the cloud is the future. It's all totally different and way better.

"It's cheaper, right?"

The cloud is always cheaper. It's like all-you-can-eat-party-fun-land.

"It's more secure, right?"

It's gotta be. Amazon/Microsoft/Google will protect the data. They always have.

"REDEMPTION! SALVATION!"

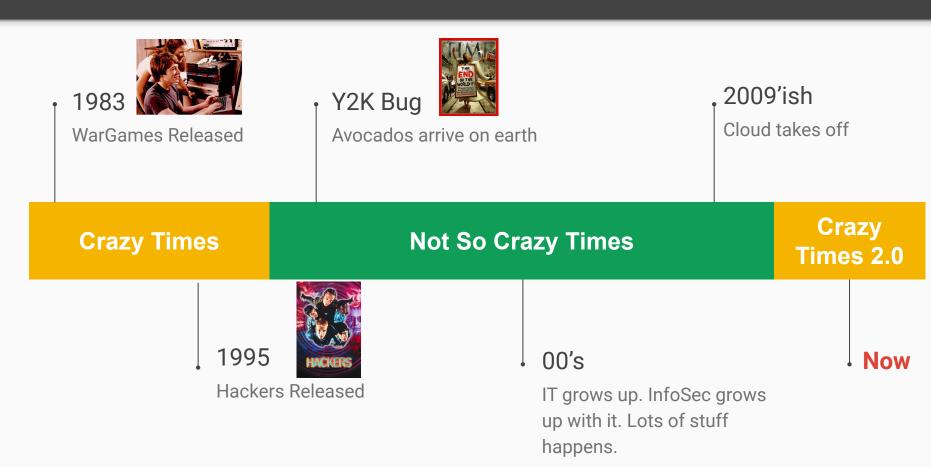
If you couldn't fix it on prem you can obviously fix it in cloud. It's a magical place.



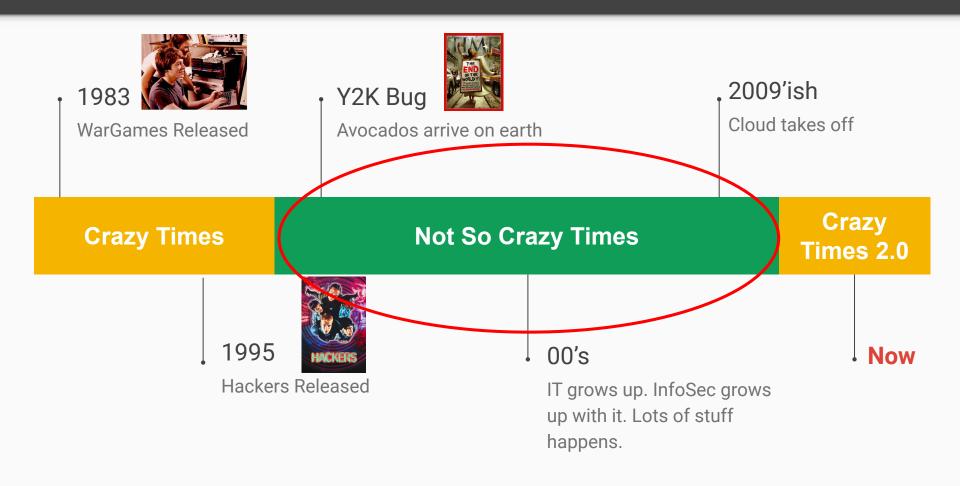
What can go wrong



Important History



Important History





IT / Infra Engineering

Builder of things, protector of the server room.

Turn-ons: doing stuff by the book. The book they wrote in blood from many a racking accidents.

Turn-offs: all this cloud stuff. It all changes every other day.

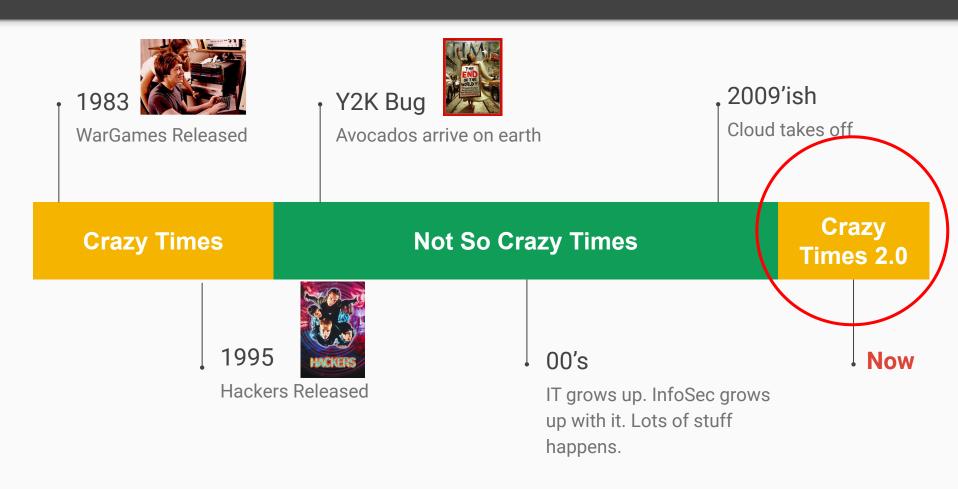
Good Stuff

- Super smart cloud tourist
- Keeping the lights on / plates spinning
- Loads of experience (good times and bad)

Not-so-good Stuff

- Don't really get cloud
- Build stuff in cloud like they do on-prem
- Probably don't engage security etc (blockers)
- Probably (a bit) obsessed with rules

Important History





Devs

Coder of things, flat white wizards. Beard optional.

Turn-ons: moving quickly, getting new stuff out there ASAGDP.

Turn-offs: waiting for stuff, bureaucracy, service management, old stuff.

Good Stuff

- Super smart cloud native
- Creating stuff, bringing in the £money
- Leading the way into new tech, i.e. cloud

Not-so-good Stuff

- Probably don't have years of experience
- Tech centric, not really risk aware (see experience)
- Probably don't engage security etc (blockers)
- Probably not too fussed about ops

What can go wrong and why (top 2)

- Devs don't have engineering experience
 - Network security, capacity planning, monitoring...
 - Experience = Years of Mistakes
- Costs
 - Leaving the lights on
 - Rebuilding on-prem in cloud cos that's all they know

Why it's important



Why it's important for you

- Time to get involved call to arms
- Security should be an enabler so enable
- Can't stop it now

What you *should* be doing

What you should be doing

- Align Security with Engineering Enable by Example
- Security as Code Rules, Standards, all of it (No More Paper)
- Work out how to do monitoring, IR, all that good stuff
- Migrate YOUR workloads to cloud go along for the ride
- Form a crew of security-minded cloud natives (CCoE 1.0)
- Agree guardrails, don't make rules

THANKS!



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