

Presentation Slides

Michael Liz

Apple

Team Roles

- Manage source code for separate projects among all of Apple's platforms
- Integrate any code changes that may come in for any given project
- Build pipelines that are used for automation purposes
- Work on bug fixes or new features to the tooling that my team, as well as other teams request as well
- Manage code repositories and ensure that images are built successfully

Tasks as a Release Engineer

- Have a constant line of communication with engineers from other teams in order to ensure that changes made land in the correct places
- Have a constant line of communication with engineers to also be able to address things like merge conflicts in a timely manner
- Maintain constant communication with Quality Engineers to ensure that the software we are working on is in an appropriate state to ship and have images built
- Work on new tooling features and/or fixes

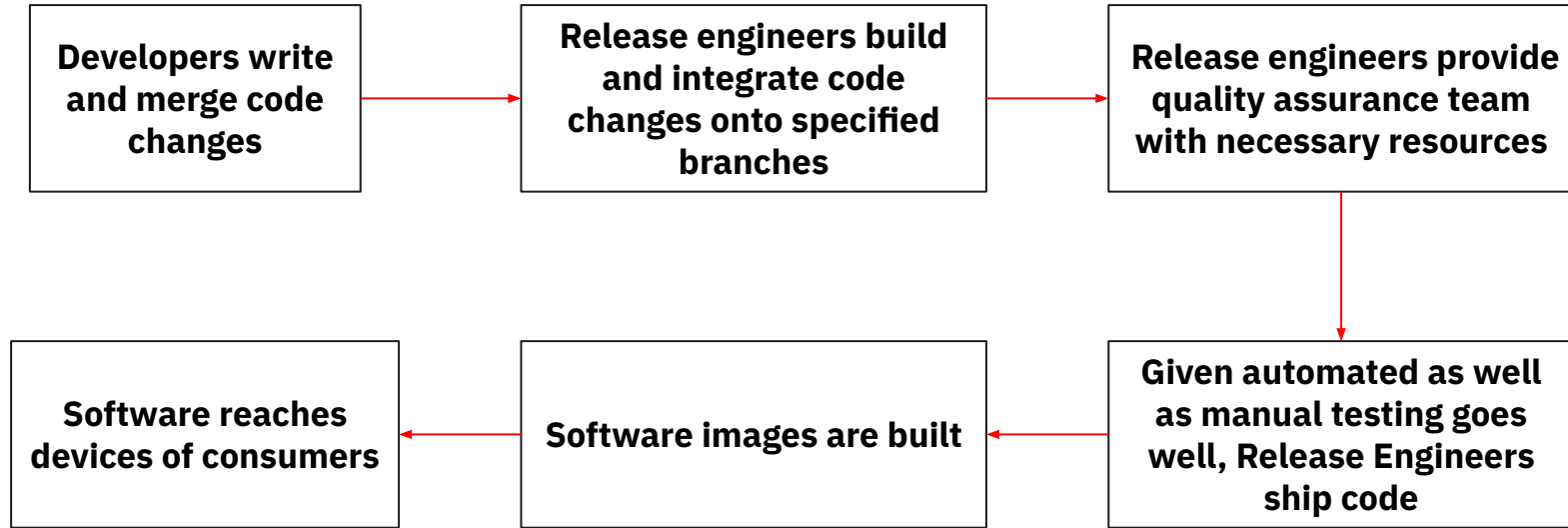
Progression of Project (beginning)

- At the very beginning of my internship alot of my daily tasks were things such as:
 - Getting to know my team
 - Getting to know the teams that I'd be working closely with along with their managers and engineers, as well as the processes they abide by, as each team has their own unique approach.
 - Familiarizing myself with all of the repositories I'd be working with as well as the tools that I'd be working with normally
 - Familiarizing with the code I'd be working with, with th help from the tools engineers in my team to familiarize myself with the tooling work I would be doing.

Progression of Project (now)

- Work on tooling tasks assigned to me and also ones that interest me that I'd like to work on
- Completely drive my own workflow with my release engineer duties
- Collaborate with other teams to figure out any improvements or new features to tooling they might want to introduce
- Begin looking into automation

Diagram of workflow



My role in this internship

Given that I am able to work with so many different teams in my role as a release engineer, I am responsible with making sure that any changes made to existing software or the next major software release, is done and followed through efficiently and correctly. This puts me in a place where I am constantly in communication with engineers and project managers in order to ensure that these changes take effect but also that we meet our deadlines. I am also responsible for addressing any tooling requests and/or bug fixes that my team or other teams may request.

Our Role(s) as a team and the effect they have

As a team (although not very big) we are all responsible for making sure that this process of release engineering goes as intended for all of the teams that we are responsible for handling, in my case (iMessage, Facetime, Mail, Airdrop, Phone). If we all do our job in the efficient way that it is intended to be done, then the end product/big picture is eventually a version of either the latest existing software update or the newest version of the next major software update that we ensure ships, and eventually has an image built for it.

Hours spent learning

When I first began my internship, the majority of the hours I worked were spent learning as well as shadowing my co-workers. I spent a ton of time learning about not only the release engineering/integration process but also about the concepts that are the most important that come into play as a release engineer. Some of these concepts include branching, tagging, versioning, and version control in general. I also spent a fair amount of time learning about some of the tools we use to help us get our jobs done, whether its Apple internal tools or something like git.

Value of our work

The work that we do is not just limited to existing software and the next major software update that is usually announced at WWDC in June. Our work also involves updates to previous software that may be of significant importance to consumers with older devices. So, while we do mainly work with the current and next major software, we also spend a fair amount of time ensuring that previous software is also still supported and improving in quality/security. This all ensures that no matter what device an Apple consumer may have, they still have reliable software.

Outside of my role

Outside of my learning and performing my daily workflow as a release engineer, I have done things like meet with people from other teams. I usually try to message them in order to set aside about 30 minutes during the day in order to meet with them and pick their brains about things I may want to learn more about as well as network. I also regularly meet with my coworkers individually about once per week in order to just discuss how things are going in the internship thus far and also talk about life outside of work as well.

Where I am now

As of now, as I have gotten very comfortable with my daily workflow as a release engineer as well as the tooling work that we do, I have now gotten to the point where I want to learn more and work on something more complex. So at this point, my team has shown support for me to begin exploring implementing automation into some of the tools that we use. So, I plan on meeting with my team more often in order to discuss how this would look, but also meet some automation engineers as well in order to discuss this.

How my Time Logs look

	A	B	C	D	E	F
1		Duration (hours)	Category	Description of completed task	Challenges and/or next steps	Reflection
32	2/24/25	8	Testing/Debug...	Conducted daily workflow. Began prepping for a busy week	Begin prepping for a busy week of deadlines. Also, review feedback from tooling assignment	START OF WEEK 5: I started the week by meeting with my team and discussing how busy this week as well as the coming weeks would be as we approach certain deadlines.
33	2/25/25	8	Testing/Debug...	Conducted daily workflow. I began reviewing the feedback that my team left me.	Begin spending more time and ask more questions to the tools engineers on my team.	I am lucky enough to work with some very smart people. People who have tons of coding experience. After I submitted my tooling assignment, it was reviewed by these team members and they left me some very valuable feedback for me to consider refactoring in my code.
34	2/26/25	8	Testing/Debug...	Conducted daily workflow. Met with tools engineers	Implement the changes suggested by engineers. Continue learning	Other than doing my regular tasks, I began implementing the changes that my team suggested I'd make in my code.
35	2/27/25	8	Testing/Debug...	Conducted daily workflow. Attended meetings about our upcoming weeks.	Continue meetings with engineering teams to improve my coding skills.	It has been a very busy week with deadlines as well as important projects across the entire company. I have just had to make sure that I am keeping up with the demand of other teams and keeping up with incredible amount of ask from different teams.
36	2/28/25	8	Testing/Debug...	Conducted daily workflow.	Submit tooling assignment along with code changes suggested by team	Today, while it was a busy day for us with the deadlines and everything, I was able to spend a good chunk of the day focusing on putting the 'finishing touches' on the code that I wrote so that I could put in another pull request.
37	3/1/25	0	Other	Off	Off	Off
38	3/2/25	0	Other	Off	Off	END OF WEEK 5
39	3/3/25	8	Testing/Debug...	Conducted daily workflow. Tooling work	Continue to grow in my role as a release engineer and continue to grow in working on tooling	START OF WEEK 6: I just continued my work as a release engineer, as well as working on my tooling assignments and meeting with my team as well as other people.
40	3/4/25	8	Testing/Debug...	Conducted daily workflow. Tooling work	Continue to grow in my role as a release engineer and continue to grow in working on tooling	I just continued my work as a release engineer, as well as working on my tooling assignments and meeting with my team as well as other people.
41					Continue to grow in my role as a	I just continued my work as a release engineer, as well as working on my tooling

Explanation of my time logs

A good portion of my time logs will look the same. Other than the beginning weeks, a lot of my daily work remains the same. In the beginning weeks, there was a lot more variety because at this time I was still learning and shadowing the majority of the time. However, now that I am in a place that I am comfortable with my day to day work, the work that I do on a daily basis stays the same for the most part. This will remain to be the case until I begin working on some bigger tasks within my team.

Link to GH/Time Logs

<https://github.com/shhhmike/4900-Files>