

Vidyard DevOps Manifesto

Building robots today to do better tomorrow what we solved yesterday

-DaphOps

At Vidyard, we strive for a stable, nimble, unfettered, and fun development process

Stable, because outages are negatively impacting to our lives and stakeholders.

Considerations will be taken to protect the confidentiality, integrity, and availability of customer data, services, and assets as the baseline upon which other approaches will be built.

Our work means nothing if it has a negative effect on users

Nimble, because we need to stay steps ahead of the curve, and remain relevant.

Processes should remain malleable, evolving, and be open to changing requirements. Eliminating unnecessary work equates efficiency.

All team members should be able to hold pace indefinitely

Unfettered, because you can't be nimble while hog-tied.

Efforts will be made to ensure that there are minimal necessary, and zero unnecessary obstacles in our path. Continuous feedback should be a tool to communicate forwards and backwards in the workflow about potential and existing obstacles.

Design to serve rather than impede.

Fun, because creative thinking doesn't happen with cortisol, it happens with dopamine.

Efforts will be made to maintain a streamlined, and mostly transparent, set of **developer-driven** procedures and policies that allow for personal interactions to maintain importance over the soul sucking monotony of business driven development processes.

Boredom and drudgery are evil!