### Full Cycle Developers at Netflix

Greg Burrell QConSF 2018

NETFLIX



#### Who is Greg Burrell?



- 13 years at Netflix
- 7 years streaming on-call
- Senior Reliability Engineer (SRE) in Edge Developer Productivity Team





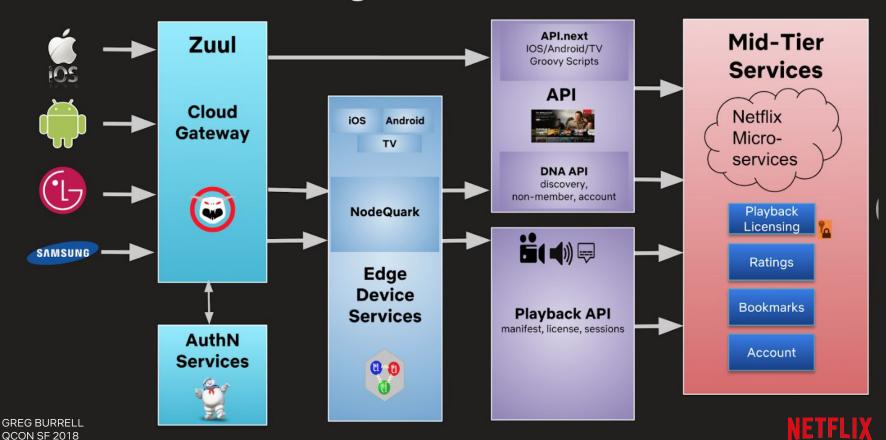
#### **NETFLIX**

## ENGINEERING

- Sign Up
- Discovery / Browse
- Playback

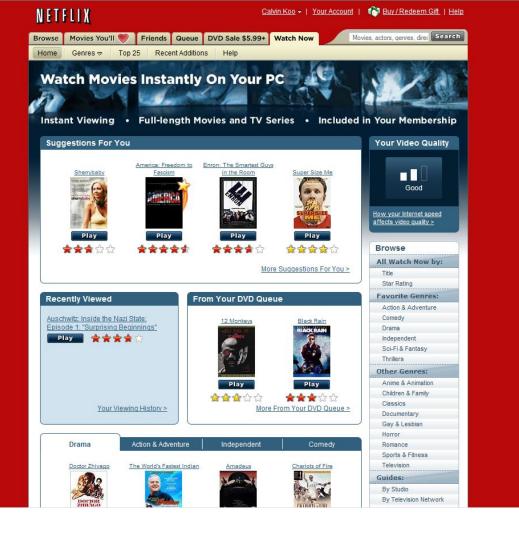


#### **Netflix Edge Architecture**

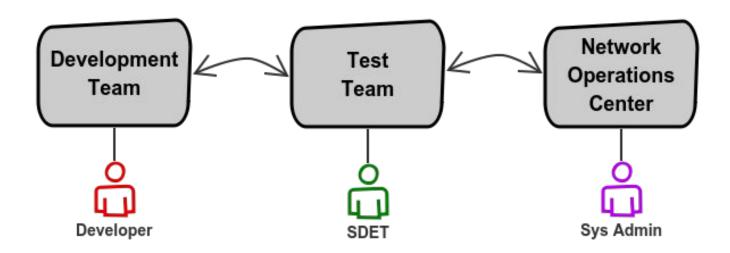






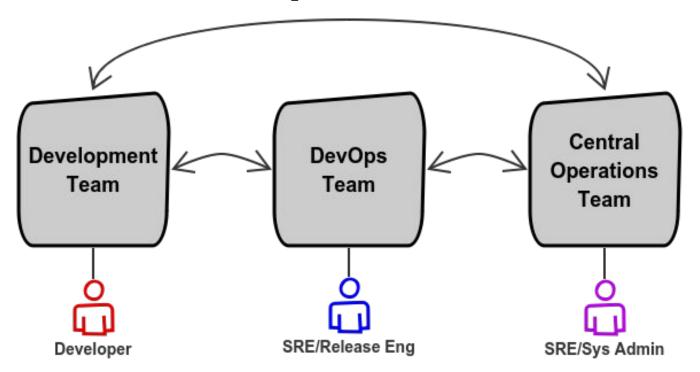


#### The Specialized Teams Model





#### The Hybrid Model





#### **Lack of Context**

- Developers & Testers didn't know the production systems.
- Devops & NOC/CORE didn't know the apps.
- High communications overhead.



"Let's find somebody who knows..."



#### **Lengthy Troubleshooting and Fixing**

- People moved cautiously due to lack of familiarity with applications, systems, and current state.
- Fixing production was a lot of back-and-forth over the phone.

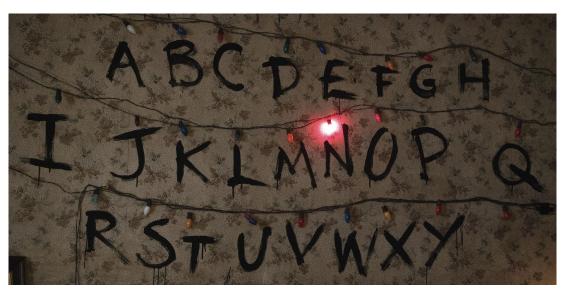
"Let's get everybody on the conference call and all talk at once."





#### **Lossy Feedback Cycle**

- Developers stayed away from production unless something was on fire.
- Operations teams would band-aid over problems.



"This graph changed after the deployment.

Can somebody

Take a look?"

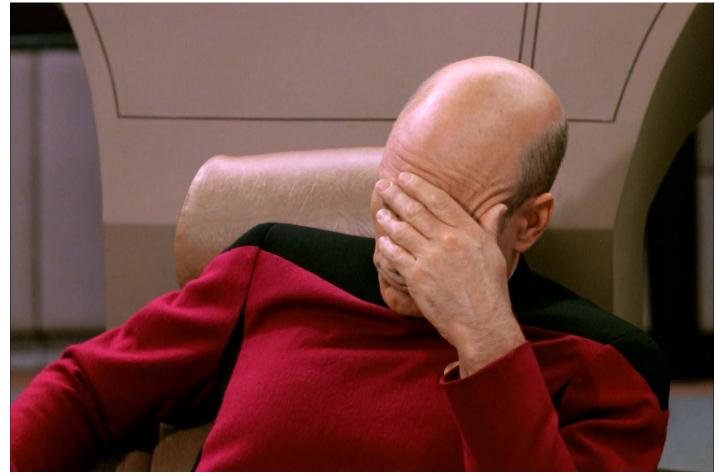
#### Silos

- Coordination across multiple teams.
- Understaffed team = bottleneck.

"I'm not sure what's going on with the release, I think we're waiting on somebody..."







#### THE DAREDEVIL PAIN SCALE

1 IT MIGHT BE AN ITCH



2 I JUST NEED A BANDAID



**5**BEES? BEES!

THIS IS CONCERNING BUT I CAN STILL WORK



8 An't movi

I CAN'T MOVE IT HURTS SO BAD



9

MAULED BY A BEAR OR NINJAS



**10** 

UNCONSCIOUS

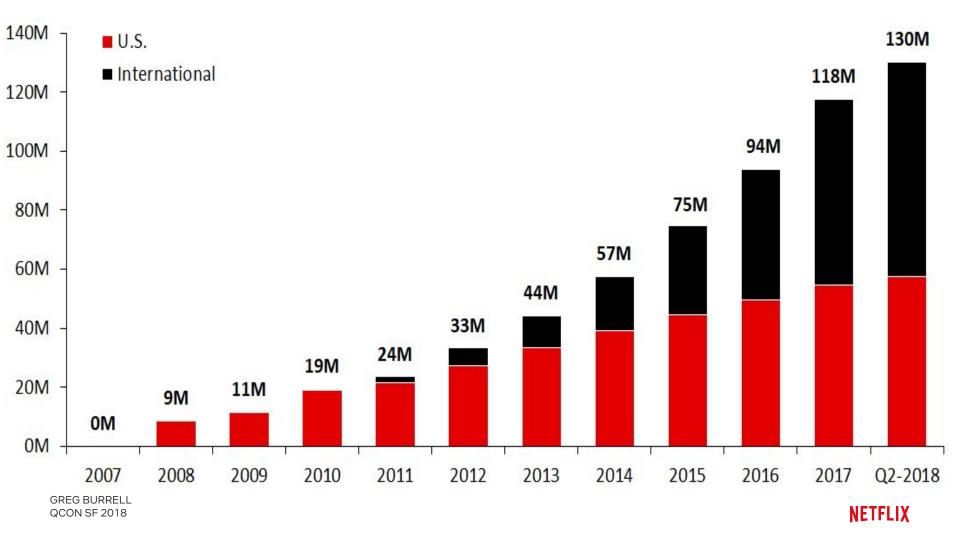


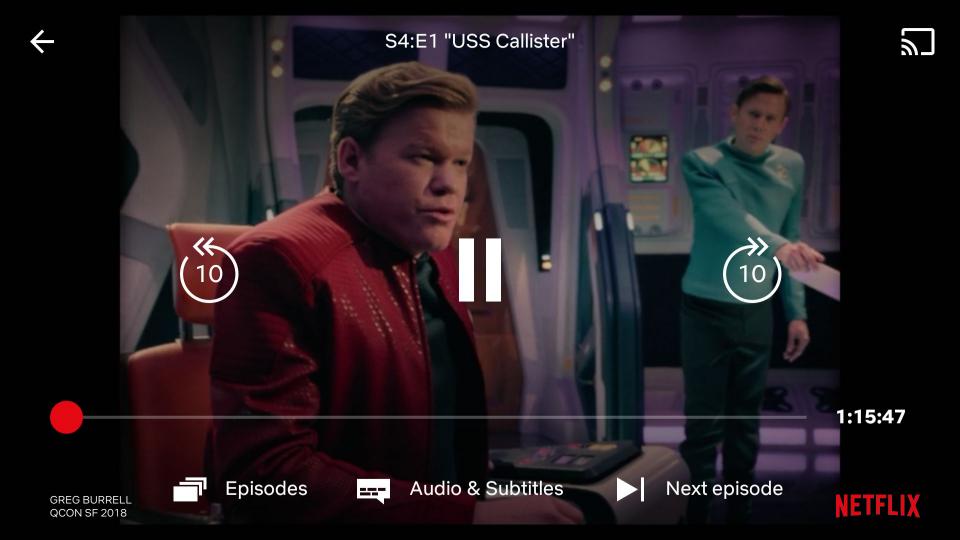
**15** 

MATT MURDOCK SAYS HE'S TOTALLY FINE







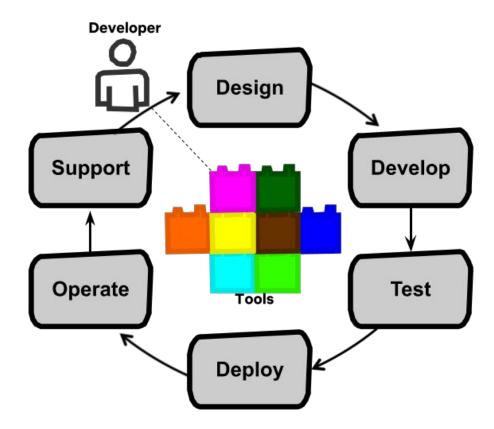




# Operate What You Build



#### The Full Cycle Developer





#### What's Needed?

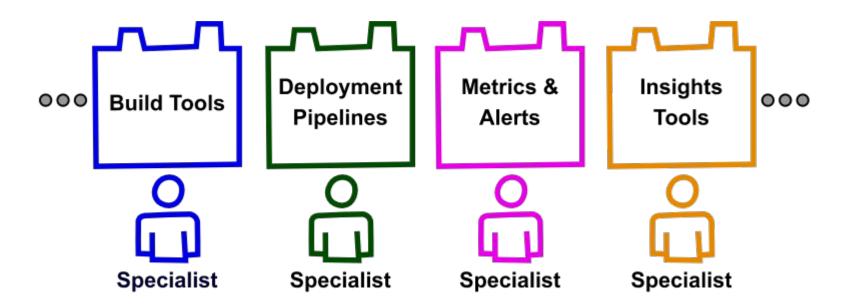
How do we make this work?



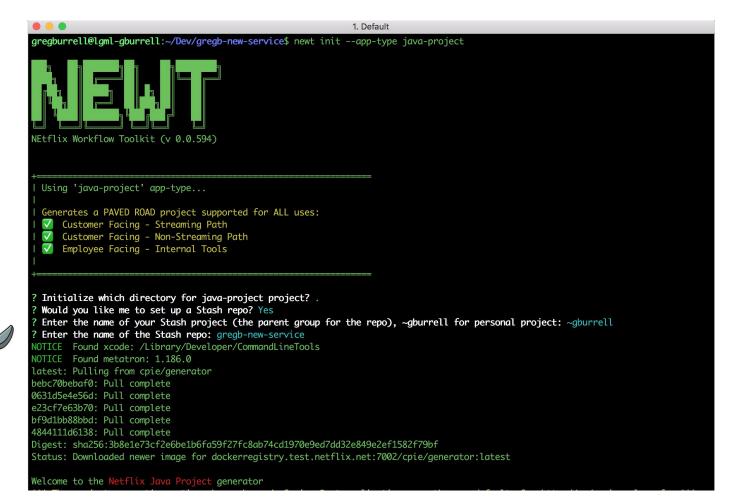
#### Mindset Shift



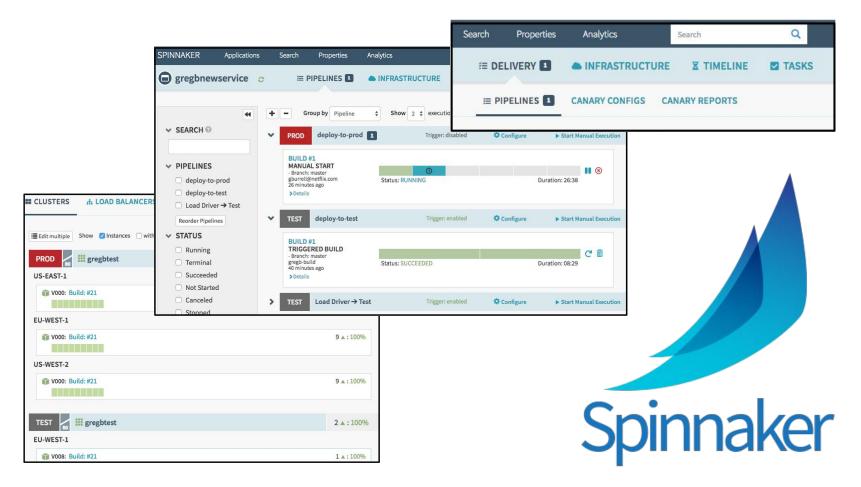
#### **Good Tools are Key!**





















#### **Staffing**

- Isn't this just squeezing more work out of developers?
- Teams must be staffed to manage deployments, production issues, and support requests.





#### **Training**

- Developers have to expand skill sets.
- Training needs dedicated focus and resources.



#### **Commitment and Prioritization**



- Managers must be willing to invest in staffing, training, and tools.
- Prioritize testing, operations automation, and support alongside feature development.

#### Trade-offs



#### **Not For Everyone**



- Not for every team.
- Some developers just want to develop.
- Change is scary.

#### **Increase in Breadth**

- Additional cognitive load increases risk of burnout.
- More interruptions.
- Need to balance more priorities.

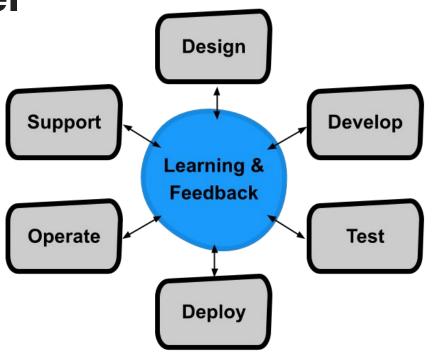






Improving on this Model

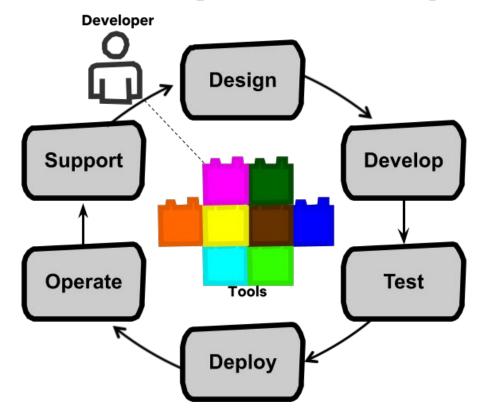
- Tooling! Tooling! Tooling!
- Metrics to measure each aspect of the software life cycle.
- Metrics to measure ourselves.







#### The Full Cycle Developer







## Full Cycle Developers at Netflix

#QConSF





