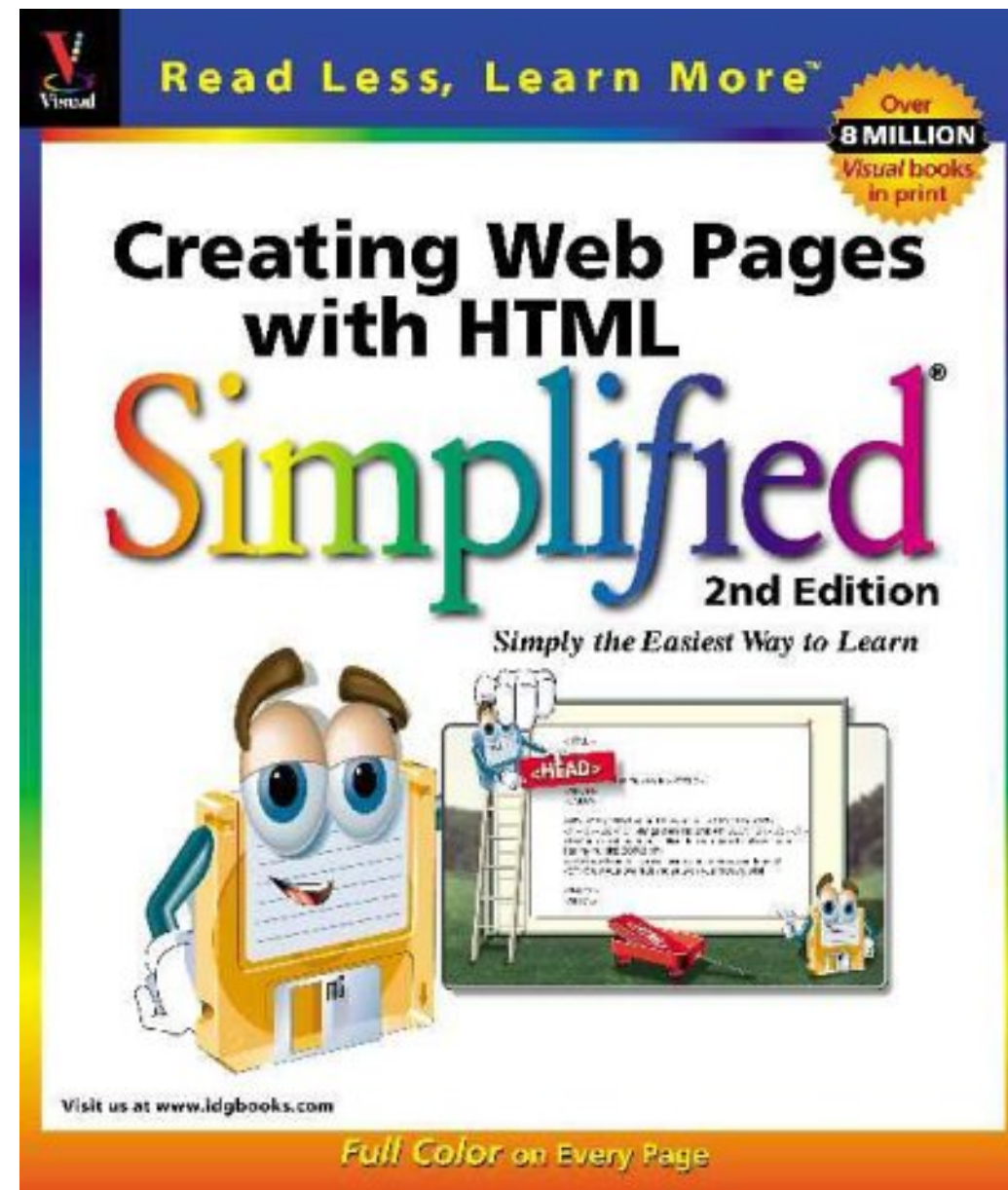


Keeping your Codebase Fun at Scale

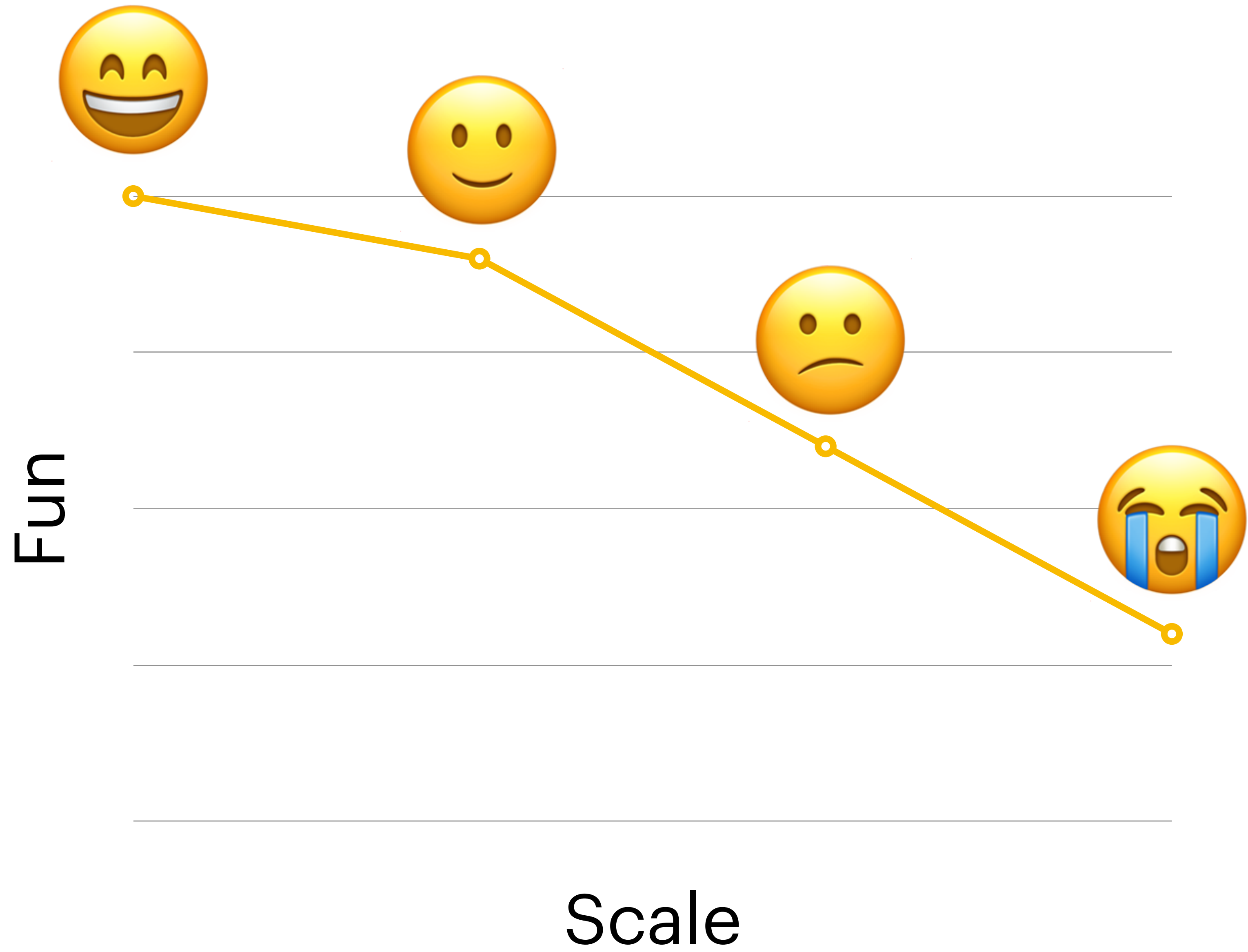


Raul Chedrese

Principal Engineer



What Does Fun **Not** Look Like?



Three Steps to Fun

Understand the developer experience

Form a vision

Iterate towards the vision

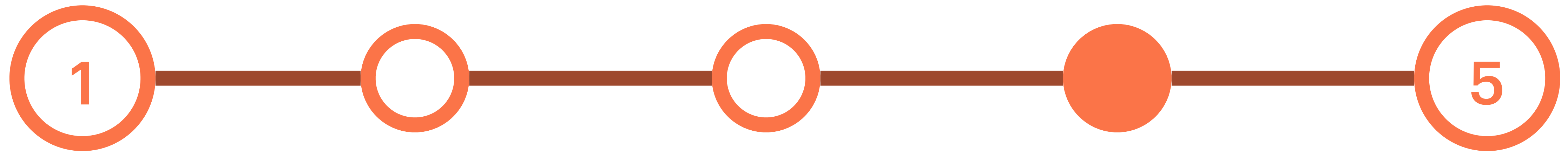
Understand the Developer Experience

How do you know
if your codebase is
fun?

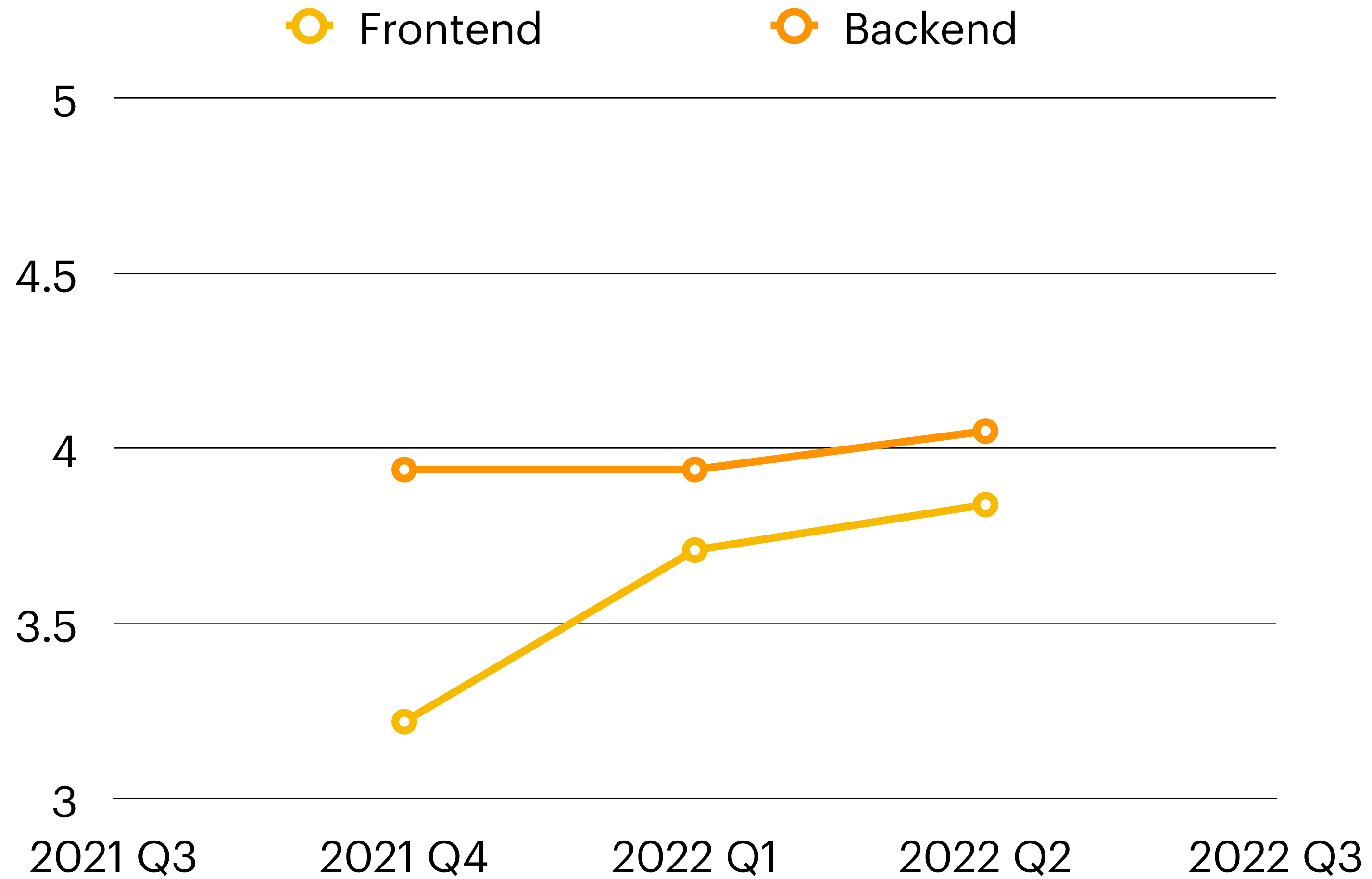
Just ask!

Understand the Developer Experience

On a scale from 1 to 5 how would you rate your experience working with our front end?



Understand the Developer Experience



Form a Vision

Pain points

Requests

Company goals



Vision

Form a Vision



Fast Developer Feedback



Strong Foundational Tools



Fast, Consistent, Self-contained Architecture

Iterate Towards the Vision

Prioritize

Project A

Project B

Project C

Iterate Towards the Vision

Prioritize

Project B

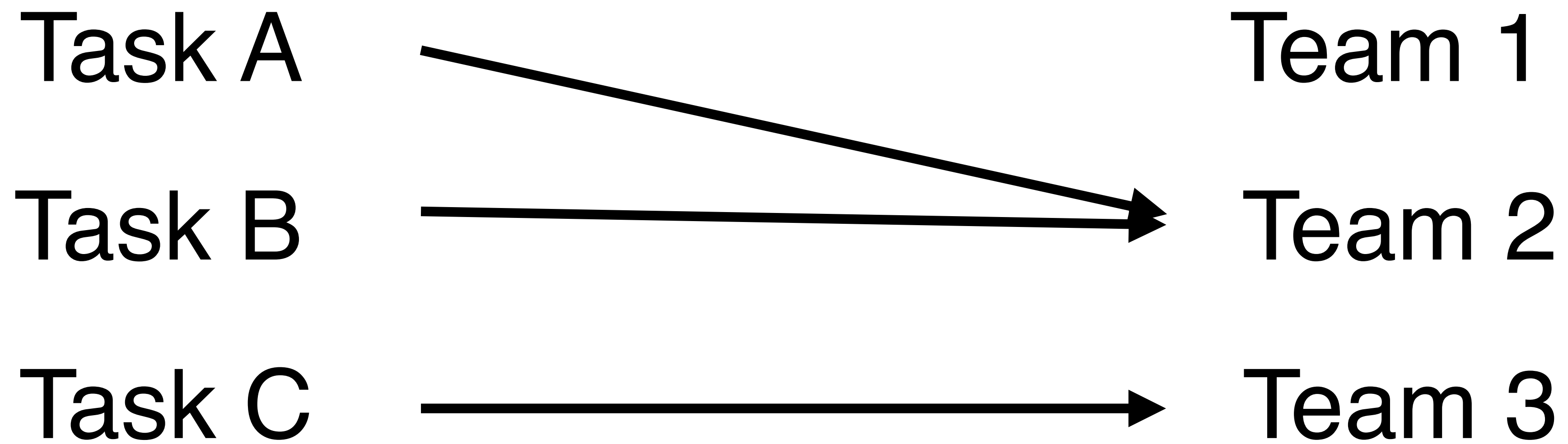
Project C

Project A

Iterate Towards the Vision

Distribute

Project B



Iterate Towards the Vision

Track

Tasks Remaining







Team 1	0 🎉
Team 2	45
Team 3	60

Automate

Teams

Metrics

Teams

	The Greater Gouda	47
	Mystery Machine	369
	Law & Order	496
	Yacht Club	562
	Send it	818
	Platform	

Don't Forget to Have Fun!