Organizational Evolution:

From Products to User Needs



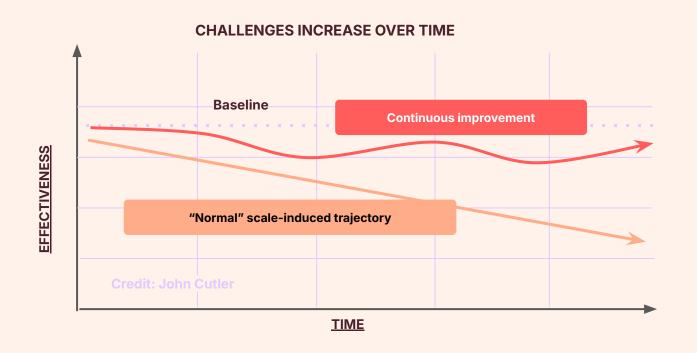
Extremely important and necessary

By your side throughout all life stages Flo aim to be the essential health partner for 1 billion users worldwide

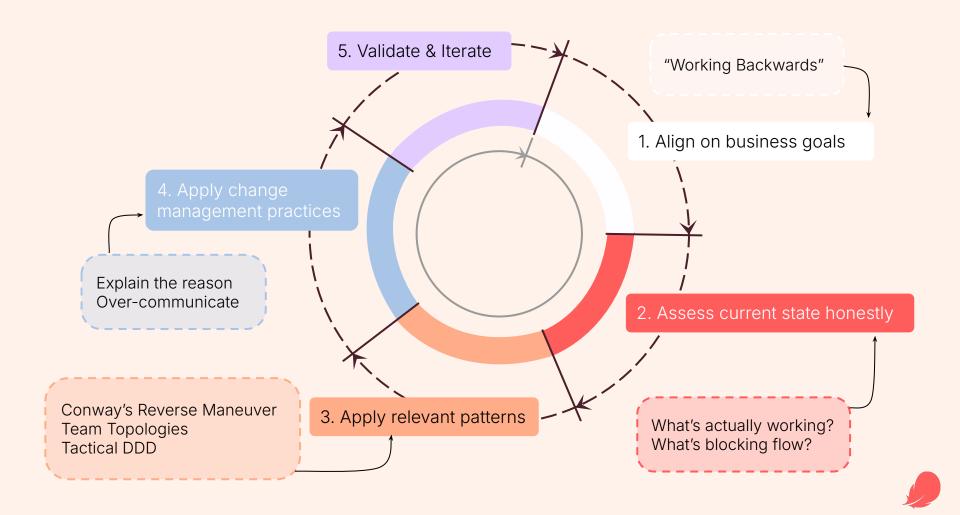
As in the same scale as TikTok



Your organization is a living product. Design it intentionally. Evolve it continuously.







Our journey

User journey Period Super tracker app



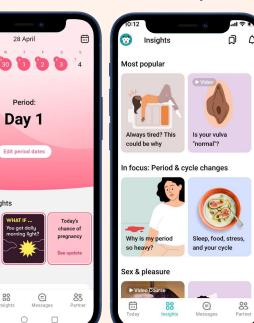
Cycle tracker

My daily insights

Log your

symptoms

My cycles



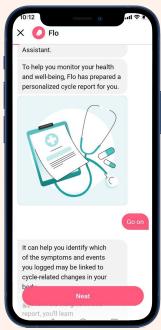
Content

library

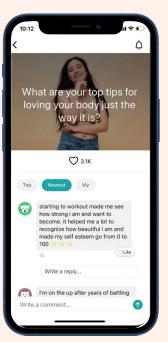
Courses on health & well-being



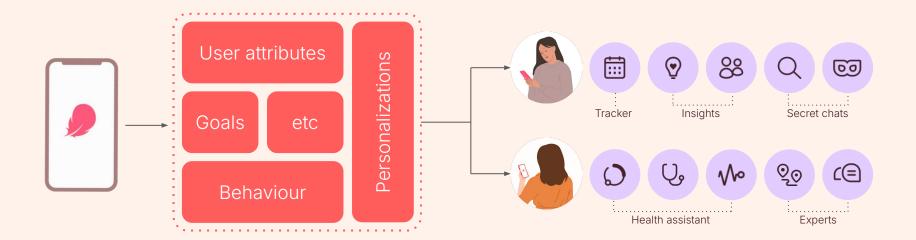
Health assistant



Secret chats

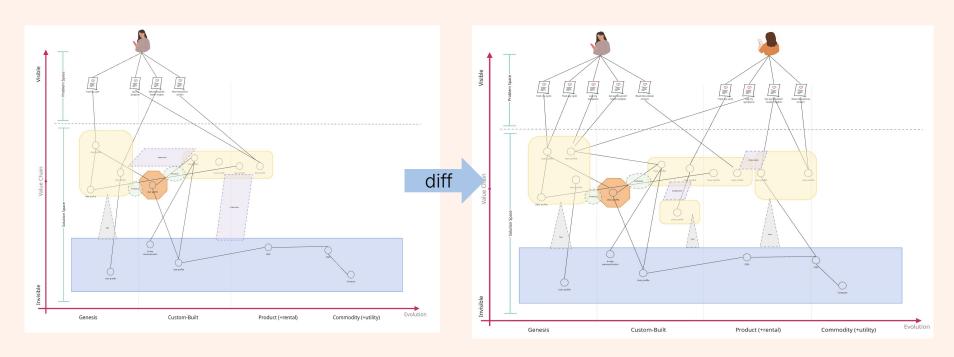


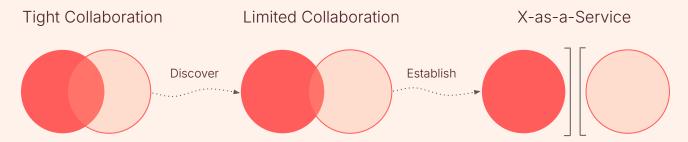




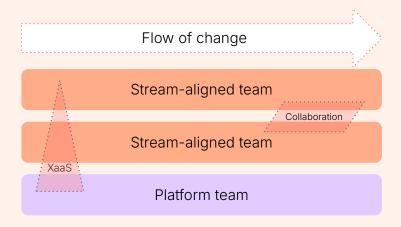


AS-IS TO BE

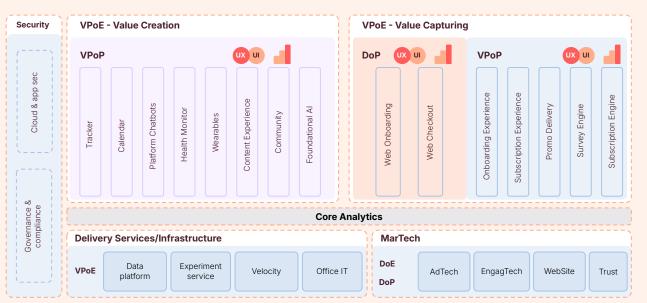


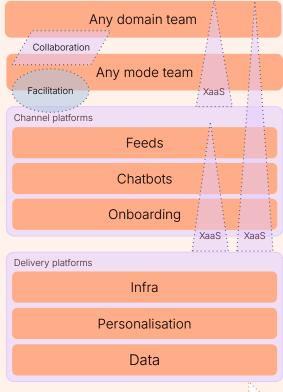


The organic evolution of teams collaboration © Team Topologies









Flow of change

1. Backend First

We believe in keeping our apps lean and our systems smart. That's why we design every solution with a backend-first mindset.

80% of our code should live server-side — that's not a suggestion, that's standard.

Backend implementations allow us to iterate faster, ship more confidently, and maintain platform consistency. They're easier to deliver, test, monitor, fix, and roll back. They also help us avoid bloating our client apps and improve our users' experience.

Client-side implementations are still possible — but the missing skill or time pressure isn't enough. We value lo convenience.

4. Quality Over Quantity

We never trade quality for speed.

Rushing to ship an untested or poorly designed featu wins: it leads to happier users, fewer bugs, stronger t stand behind

That means we:

- Make conscious architectur
- · Write necessary tests
- Automate our deployments
- Invest in the right abstraction
- Say "not yet" to low-quality sl.

3. Control the System Complexity

Complexity is the enemy of reliability and speed.

We actively avoid introducing new services, libraries, frameworks, or tools unless there's a compelling, validated business reason to do so. New tech comes with hidden cost-

learning curves, harder debugging, slower onboarding, and less

We favor simplicity and maturity in our stack. We pick boring tech faster and sleep better.

This principle isn't about being conservative — it's about being int but it should never come at the cost of maintainability or clarity.

6. Think Globally, Act Locally

Every engineer is empowered to solve problems in their domain — but always toward the bigger picture.

We build for local contexts, but we avoid local optimizations. A great solution should fit well into the broader ecosystem. We communicate early, share learn strategy so we're always rowing in the same direction.

Our teams operate autonomously, but not in isolation.

Pressure is real. Deadlines are real. But we don't let either compromise our standards.

2. Everything as Code

We treat everything as code — not just the product.

Infrastructure, operations, configurations, and processes — if it can be versioned, tested, and automated, it should be. Manual work is hard to track, hard to reproduce, and easy to mess up. Code is the opposite: visible, reviewable, repeatable, and reliable.

Automation is a force multiplier. By codifying our systems, we scale ourselves, reduce risk, and focus our energy on solving meaningful problems.

5. Own Your Data (and Your Products)

Engineering teams at Flo own the services they build — and the data those services produce.

That ownership goes beyond just uptime. We're responsible for ensuring data quality, consistency, and clarity. We document it. We test it. We make sure others can use it confidently.

7. Start With "Why"

Before writing code, we ask questions.

Every engineer at Flo is expected to understand the why behind their work — the real problem we're solving, who we're solving it for, and why it matters to our users and our business.

Every engineer needs to have a product mindset. This mindset helps us focus on outcomes, not just output. It leads to better solutions, tighter collaboration, and greater impact.

We call our engineers *Product Engineers* because product thinking is not optional — it's core to how we build. Understanding the customer problem is step one. Only then do we move on to designing and delivering solutions.

Organisation Decision Records

⊕ By Sergey Vasilyev (Deactivated)
 ☑ 151
 ☑ Add a reaction

The Journal of organization decision records

Organizational decision records should be done for hard decisions only. To structure it helpfully, the <u>S.P.A.D.E. framework</u> should be used. Examples of such decisions could be: restructuring teams (disbanding, creating), changes in the working framework (e.g. why do we use a decentralized model), etc

Doc template in the Flo templates repo

Title	Date	Status
The Website Team Moves To The MarTech Stream	26 Mar 2024	APPROVED
WebApp Team split	28 Sept 2023	APPROVED
Enforce Web with extra QA	22 Aug 2023	APPROVED
Enforce the MarTech team with a web engineer	16 Aug 2023	APPROVED
Enforce Web with a dedicated EM	13 Jun 2023	APPROVED
Team split: Data Platform and Experiment Service	26 May 2023	DONE
Reinforce Trust & OnBoarding Teams with Engineers from the Mobile Platform Team	4 May 2023	APPROVED



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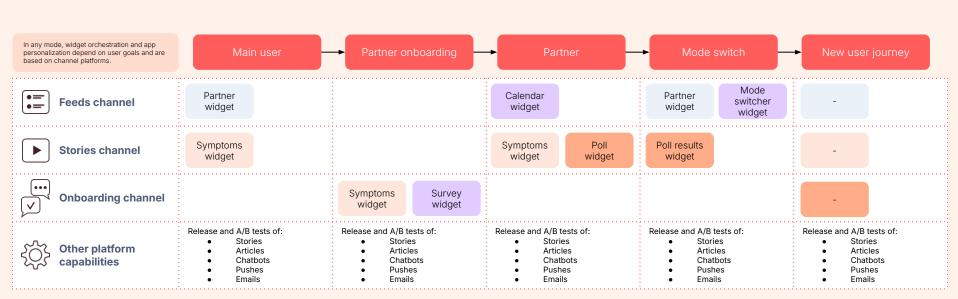
User journey





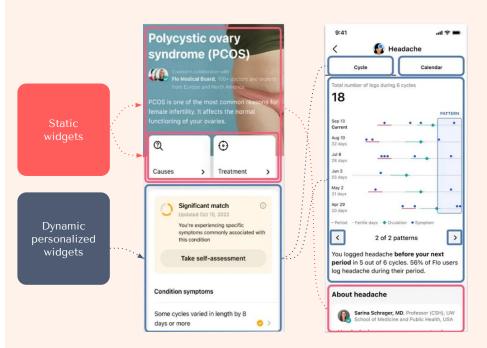




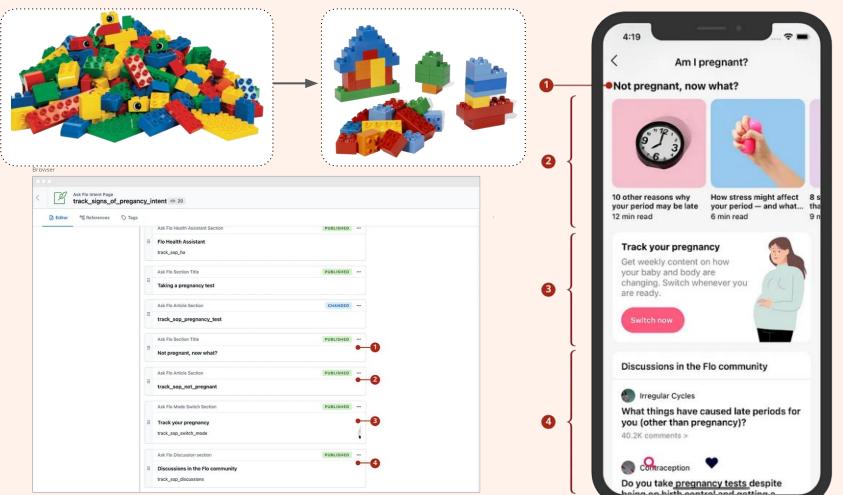


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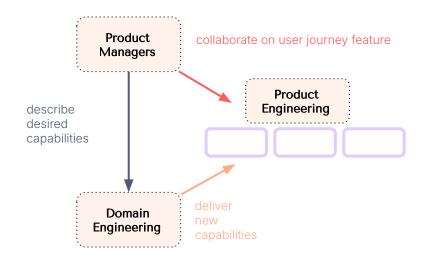
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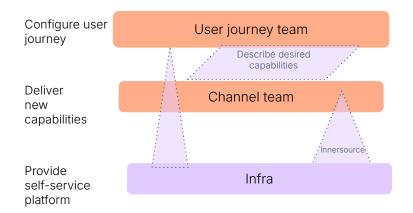


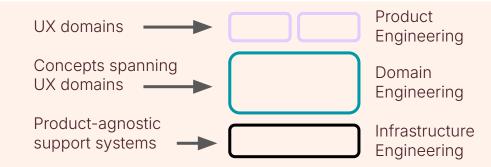




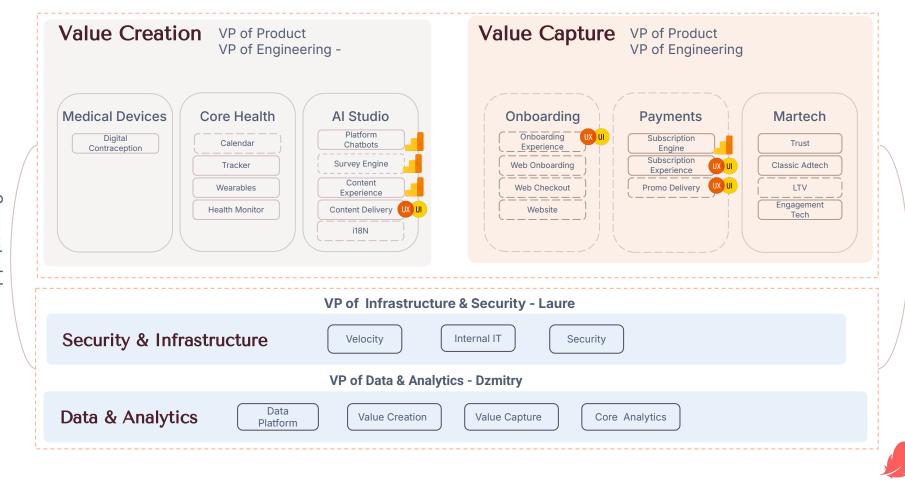














1. Design Your Organization to Mirror Your Product Vision

Instead of letting your organization drive your system design, intentionally design your organization to mirror the product you want to build. This makes good architecture inevitable, not accidental.

2. Invest in Platforms That Enable Autonomy

Teams should focus on user problems, not technical configuration. Build platforms that let teams experiment with user journeys instead of optimizing individual technical channels.



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