

DEALING WITH TECH DEBT

LeadDev New York

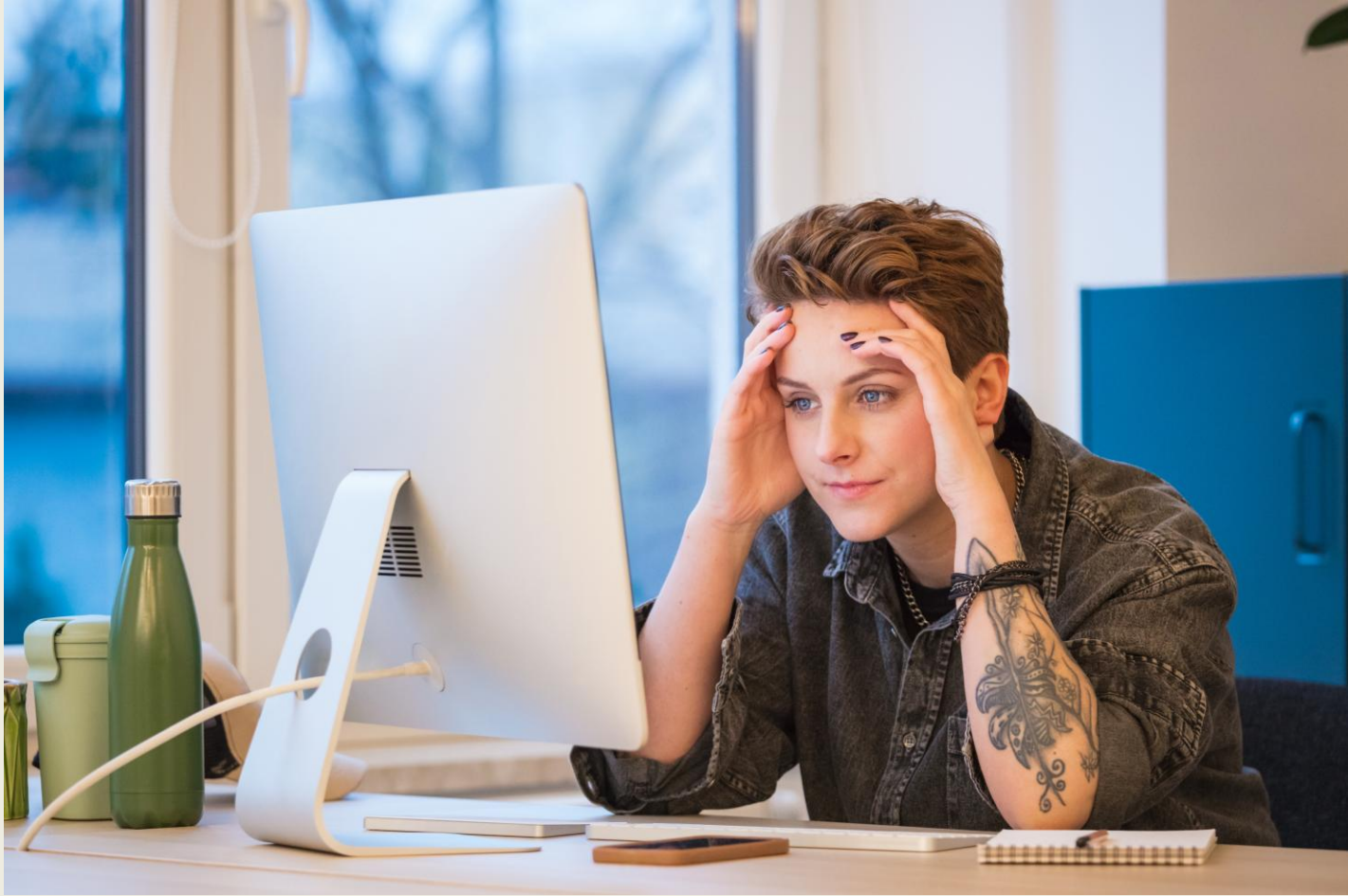
Oct 2025



WHAT IS TECH DEBT?

ANYTHING THAT MAKES CODE...

- 1) DIFFICULT TO UNDERSTAND**
- 2) DIFFICULT TO SCALE**
- 3) DIFFICULT TO CHANGE**



Meri Williams, ChromeRose

@Geek_Manager

WHY DOES TECH DEBT HAPPEN?

SAME REASON FINANCIAL DEBT HAPPENS.

**WE NEED OR WANT SOMETHING NOW BUT
CAN'T AFFORD TO PAY FOR IT.**

SHUT UP AND

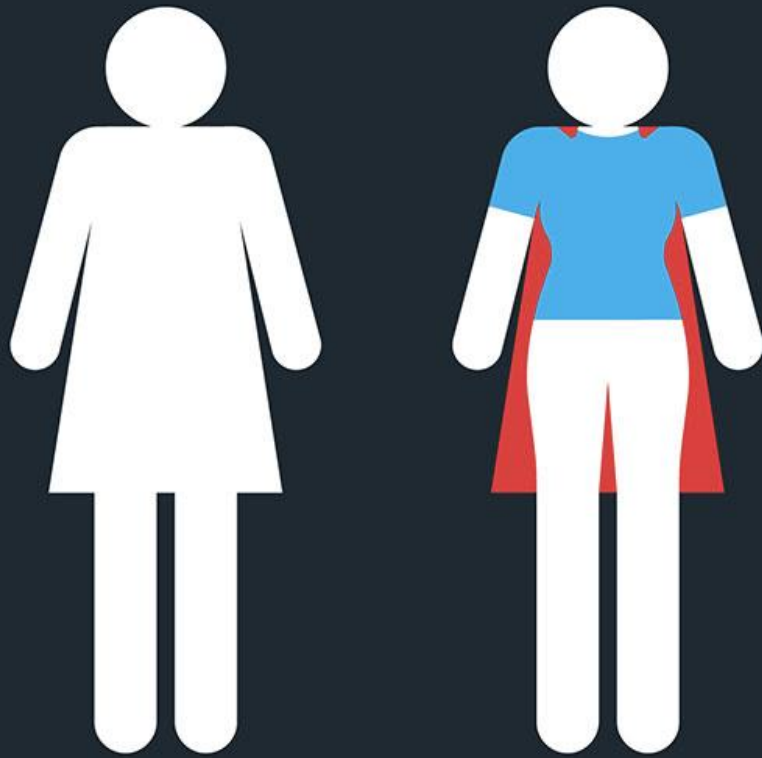


TAKE MY MONEY!

**IT'S NOT EVIL OR STUPID TO BORROW
AGAINST THE FUTURE.**

**HOWEVER, IT BECOMES A PROBLEM WHEN
INTEREST PAYMENTS GET TOO LARGE ...**

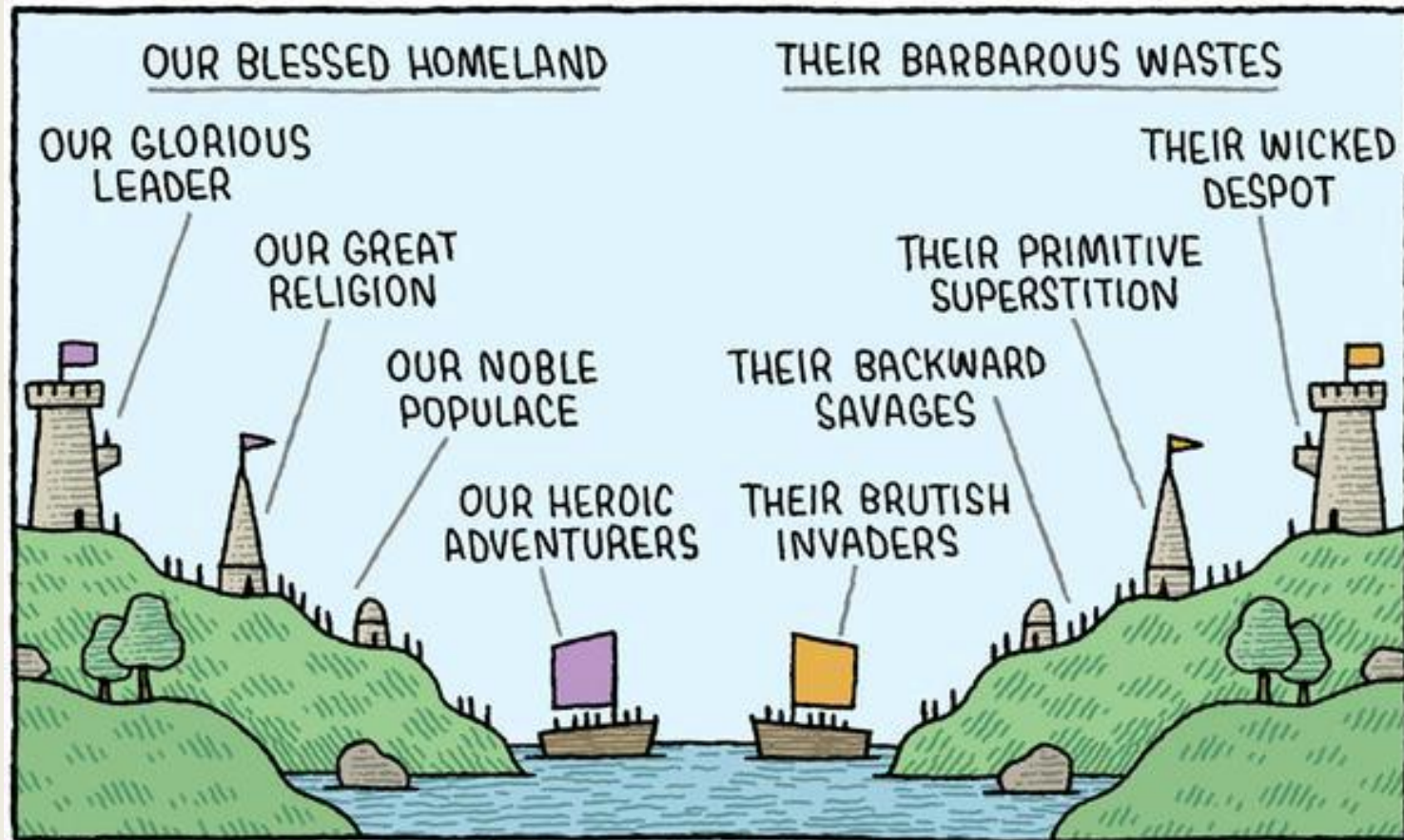
**OR WE PAY THE MORTGAGE ON A CREDIT
CARD!**



It was never a dress.

**IT'S ALL JUST A
MATTER OF
PERSPECTIVE**

**DON'T ASSUME
YOUR
PREDECESSORS
WERE STUPID!**



<https://twitter.com/tomgauld/status/571994690289061888>

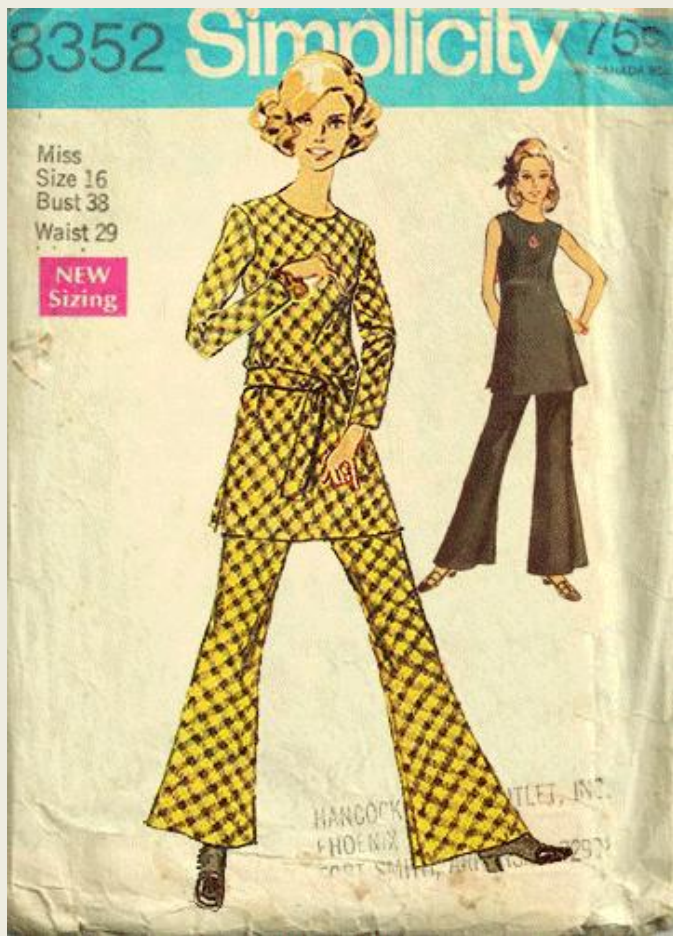
TOM GAULD

**(AS AN ASIDE, THIS IS WHY
ARCHITECTURAL DECISION RECORDS ARE
MAGICAL.**

**THEY GIVE YOU THE WHY AND THE
CONTEXT TO CHOICES, SO AS CONTEXT
CHANGES YOU CAN RE-EVALUATE ... BUT
ALSO UNDERSTAND)**

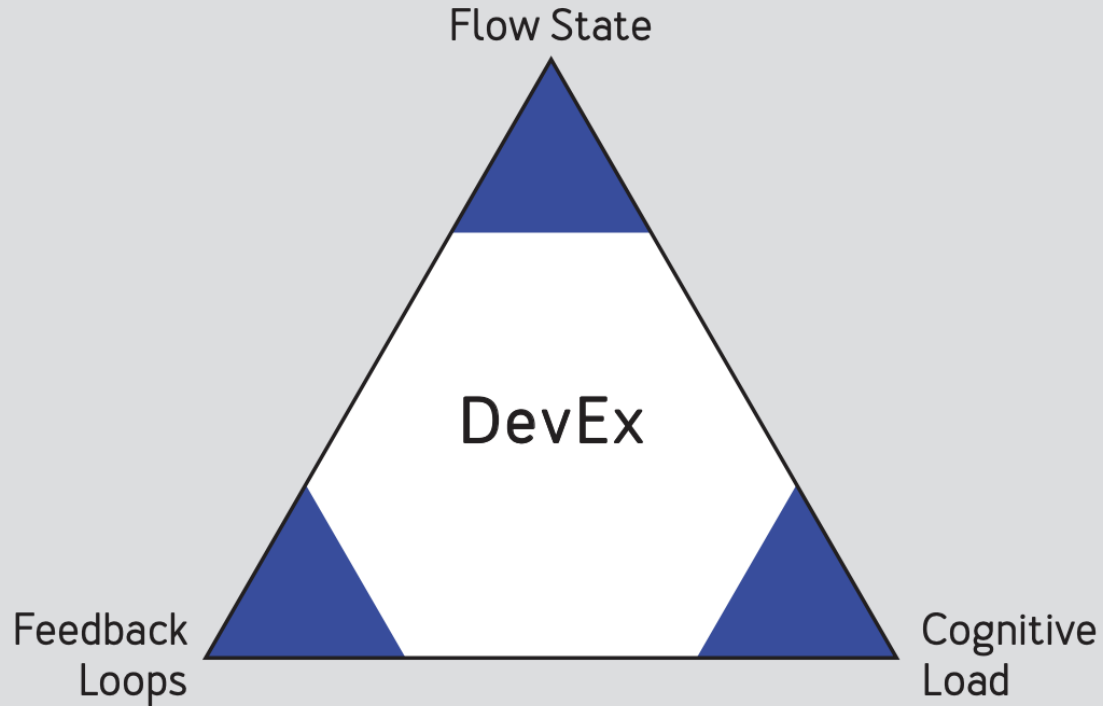
A woman with short blonde hair, wearing a dark blue long-sleeved dress with a light blue apron, stands in a field of yellow wildflowers. Her arms are outstretched to the sides, and she is smiling. In the background, there are large, rugged mountains with significant snow cover under a clear blue sky. The text "WE DON'T ALL HAVE THE BENEFIT OF STARTING GREENFIELD" is overlaid in white, bold, sans-serif capital letters.

**WE DON'T ALL HAVE THE BENEFIT
OF STARTING GREENFIELD**



(IT'S NOT LEGACY
IT'S VINTAGE)

FIGURE 1: **THREE CORE DIMENSIONS OF DEVELOPER EXPERIENCE**



<https://dl.acm.org/doi/pdf/10.1145/3595878>

**THREE THINGS
MATTER FOR
DEVELOPER
EXPERIENCE:**

- FEEDBACK
LOOPS**
- COGNITIVE
LOAD**
- FLOW STATE**

**THE WORST KIND OF TECH DEBT AFFECTS
ALL THREE.**

IT'S UNTESTED ← FEEDBACK LOOPS

**IT'S COMPLEX OR COMPLICATED ←
COGNITIVE LOAD**

IT'S UNDOCUMENTED ← FLOW STATE

AT PLEO, WE HAD A CASE LIKE THIS.

**THE VILLAIN OF THE STORY WAS DEIMOS,
THE MONOLITH THAT IN MANY WAYS HAD
MADE THE COMPANY SUCCEED IN THE
EARLY DAYS (AFTER ALL, RUNNING CODE IS
DELIVERING VALUE!)**

BUT DEIMOS WAS

- DIFFICULT TO UNDERSTAND ("SPAGHETTI CODE", POORLY STRUCTURED & DOCUMENTED)**
- DIFFICULT TO SCALE (REACHING LIMITS)**
- DIFFICULT TO CHANGE (CAUSING INCIDENTS)**



**WHEN I TOOK OVER AS CTO,
THERE HAD ALREADY BEEN 2
OR 3 FAILED ATTEMPTS TO KILL
DEIMOS.**

**WE REALLY REALLY NEEDED TO
GET IT RIGHT THIS TIME.**



WHAT TO DO?

A HUGE REWRITE WAS APPEALING.

**BUT THEY ALWAYS TAKE TWICE AS LONG AS
YOU WANT, AND CAN KILL COMPANIES.**

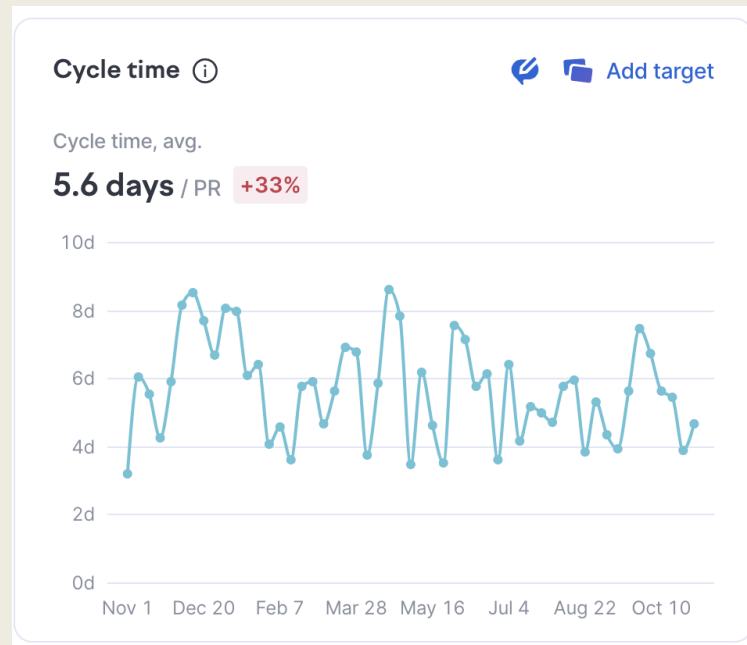
DEALING WITH TECH DEBT:

- 1) VISUALIZE THE PROBLEM
- 2) BENCHMARK VS INDUSTRY
- 3) EVANGELIZE & EXPLAIN
- 4) SECURE SOME AIR COVER
- 5) DELIVER, DELIVER, DELIVER!

1) VISUALIZE THE PROBLEM

WE USED DORA METRICS

OUR CYCLE TIME WAS
5.6 DAYS!



2) BENCHMARK VS INDUSTRY

Software Engineering Benchmarks

Category	Metric	Elite	Good	Fair	Needs Improvement
Efficiency	Merge Frequency (per dev/week)	> 2	2 - 1.5	1.5 - 1	< 1
	Coding Time (hours)	< 0.5	0.5 - 2.5	2.5 - 24	> 24
	PR Pickup Time (hours)	< 1	1 - 3	3 - 14	> 14
	PR Review Time (hours)	< 0.5	0.5 - 3	3 - 18	> 18
	Deploy Time (hours)	< 3	3 - 69	69 - 197	> 197
DORA	Cycle Time (hours)	< 19	19 - 66	66 - 218	> 218
	Deployment Frequency (per service)	> 1/day	> 2/week	1 - 2/week	< 1/week
	Change Failure Rate (%)	< 1%	1% - 8%	8% - 39%	> 39%
	MTTR (hours)	< 7	7 - 9	9 - 10	> 10
Quality and Predictability	PR Size (code changes)	< 98	98 - 148	148 - 218	> 218
	Rework Rate (%)	< 2	2% - 5%	5% - 7%	> 7%
	Refactor Rate (%)	< 9%	9% - 15%	15% - 21%	> 21%
	Planning Accuracy (per sprint)	> 85%	85% - 60%	60% - 40%	< 40%
	Capacity Accuracy (per sprint)	Ideal Range 85% - 115%	Under Commit above 130%	Potential Under Commit 116% - 130%	Potential Over Commit 70% - 84%

2022 Orgs | 3,694,690 Pull Requests | 103,807 Active Contributors | Time Frame 08/01/22 - 08/01/23 | At Least 400 Branches In Org

THIS HELPED
OUR EXEC AND
BOARD TO
UNDERSTAND
THE PROBLEM
CONCEPTUALLY

3) EVANGELIZE & EXPLAIN

WE TALKED WITH THE BROADER COMPANY ABOUT DEIMOS AND THE PROBLEMS IT WAS CAUSING.

PRIMARILY IN INCIDENTS AND STOPPING US DELIVERING NEW CUSTOMER FEATURES.

4) SECURE SOME AIR COVER

I ASKED BOARD & EXEC TO ALLOW US 50% OF OUR TIME FIXING DEIMOS WHILST STILL DELIVERING NEW CUSTOMER FEATURES.

(I ALSO TOLD THEM TO FIRE ME IN A YEAR IF I WAS STILL COMPLAINING ABOUT DEIMOS)

5) DELIVER, DELIVER, DELIVER

WE SET OUT AN API-FIRST STRATEGY AND DID A FULL PROGRAM OF TRAINING (WITH SKILLERWHALE) TO UPSKILL OUR ENGINEERS.

THEN WE PULLED PIECES OUT OF DEIMOS INTO PROPER APIS.

5) DELIVER, DELIVER, DELIVER

Aa Component	Team	Internal status	External status	NO, I've not seen that.
Export API ↑ Move out Core Entity Operatio...	Accounting Experience	● Taking Traffic	● Public	V1
Tags API ↑ Move out Core Entity Operatio...	Accounting Experience	● Taking Traffic	● Public	V1
User Provisioning (SCIM) API ↑ Move out Core E	Manage Entities	● Deployed to Produ...	● Development	V1
Accounting Entries (READ) API ↑ Move out Core	Expense Core	● Taking Traffic	● Development	V1
Accounting Entries (WRITE) API ↑ Move out Cor	Expense Core	● Development	● Not planned	Later
Receipts API ↑ Move out Core Entity Operatio...	Expense Core	● Taking Traffic	● Should not be exposed	Never
Cards API ↑ Move out Core Entity Operatio...	Card Experience	● Deployed to Produ...	● Not planned	TBD
Limits API ↑ Move out Core Entity Operatio...	Card Experience	● Taking Traffic	● Not planned	TBD
Companies API v4 ↑ Move out Core Entity Opera	Manage Entities	● Taking Traffic	● Should not be exposed	Never
Employees API v4 ↑ Move out Core Entity Opera	Manage Entities	● Taking Traffic	● Should not be exposed	Never
Attendees API (sub resource of AccEntry) ↑ Mc	Expense Core	● Testing	● Not planned	Never
Contacts API ↑ Move out Core Entity Operatio...	Expense Core	● Testing	● Not planned	TBD
Balance Entries API ↑ Move out Core Entity Oper	Team Pocket	● Taking Traffic	● Not planned	Never
Categories API ↑ Move out Core Entity Operatio.	Accounting Experience	● Taking Traffic	● Not planned	V1
Taxes API ↑ Move out Core Entity Operatio...	Accounting Experience	● Taking Traffic	● Public	V1
AggregatedAccountingEntriesAPI ↑ Move out Core	Expense Core	● Development	● Not planned	Later
Employees API v5 ↑ Move out Core Entity Opera	Manage Entities	● Taking Traffic	● Planned	V1
Accounts API ↑ Move out Core Entity Operatio...		● Development	● Development	
Activity Log API ↑ Move out Core Entity Operatio...	Expense Core	● Development	● Not planned	Later
Vendor API ↑ Move out Core Entity Operatio...	Accounting Experience	● Development	● Partner validation	Later

API ALL THE THINGS!



Offering maturing | 2023 snapshot 80+% of development on the core product verticals development was held back by tech debt

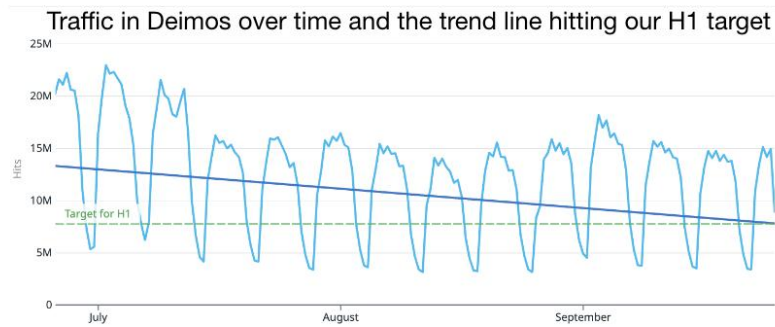
! Monolith entangled

	Easy Pay	Connect & Manage	Be in Control	Flowing Cashflows	Optimized Spending
	! Reimbursements ! Invoices ! Cards	Auto Enrichment ! Automated 'pre-bookkeeping' ! Accounting sync ! User sync ! Multi-entity Vendor management	! Budgets ! Approval workflows ! Automated controls & Blocks ! Policy management ! Audit & Reporting	Automatic funds management (top-up) Reserve Overdraft	Analytics AI spend insights Benchmarks Rewards ! Spend Category Partnerships/VAS (e.g. TravelPerk) ESG
Impact on new build	80+%	80+%	80+%	20+%	20+%
	Reimbursement balances Card ordering Card Limit	All logic APIs needed for accounting integrations and user mgmt	Card Limit Review management		

Tech maturing | We have moved review management out of our monolith (Deimos) providing improved feature functionality AND vastly faster experience



Deimos traffic is now significantly down, reaping the benefits of our late 2023 and early 2024 investments in decommissioning (vastly reducing risk)



5) DELIVER, DELIVER, DELIVER

MOST IMPORTANTLY, WE DIDN'T GO HIDE IN A CORNER AND JUST DEAL WITH TECH DEBT.

WE DELIVERED CUSTOMER VALUE ALL ALONG THE WAY INCLUDING SOME LONG-AWAITED FEATURES DEIMOS WAS BLOCKING.

5) DELIVER, DELIVER, DELIVER

Code / Overview

💡 3

📅 Nov 1, 2022 - Sep 30, 2025 ▾

AD All Domains ▾

Cycle time ⓘ

🔄 📄 Add target

Cycle time, avg.

3.2 days / PR **-42%**



Throughput, total ⓘ

PRs merged, avg.

493 / week **+468%**



**IT WOULD HAVE BEEN BETTER THOUGH IF
THINGS HAD NEVER GOTTEN SO BAD THAT
THIS MAJOR APPROACH WAS NEEDED.**

**SO HOW DO WE TAME TECH DEBT ON A
DAILY BASIS?**

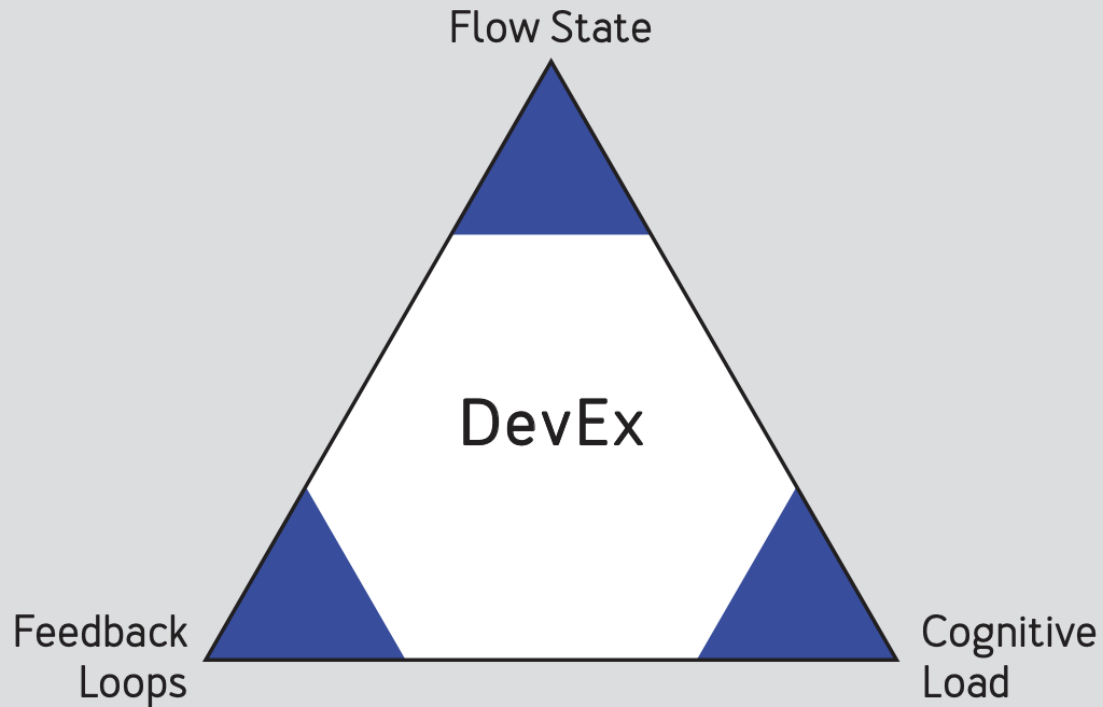
IS TECH DEBT INEVITABLE?





**I NEVER MEANT TO START A WAR,
I JUST WANTED YOU TO LET ME IN**

FIGURE 1: **THREE CORE DIMENSIONS OF DEVELOPER EXPERIENCE**



<https://dl.acm.org/doi/pdf/10.1145/3595878>

**THREE THINGS
MATTER FOR
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FEEDBACK LOOPS: ADD TESTS WHERE THEY ARE MISSING

COGNITIVE LOAD: REFACTOR COMPLEX & COMPLICATED CODE (SEE CRAP MEASURE)

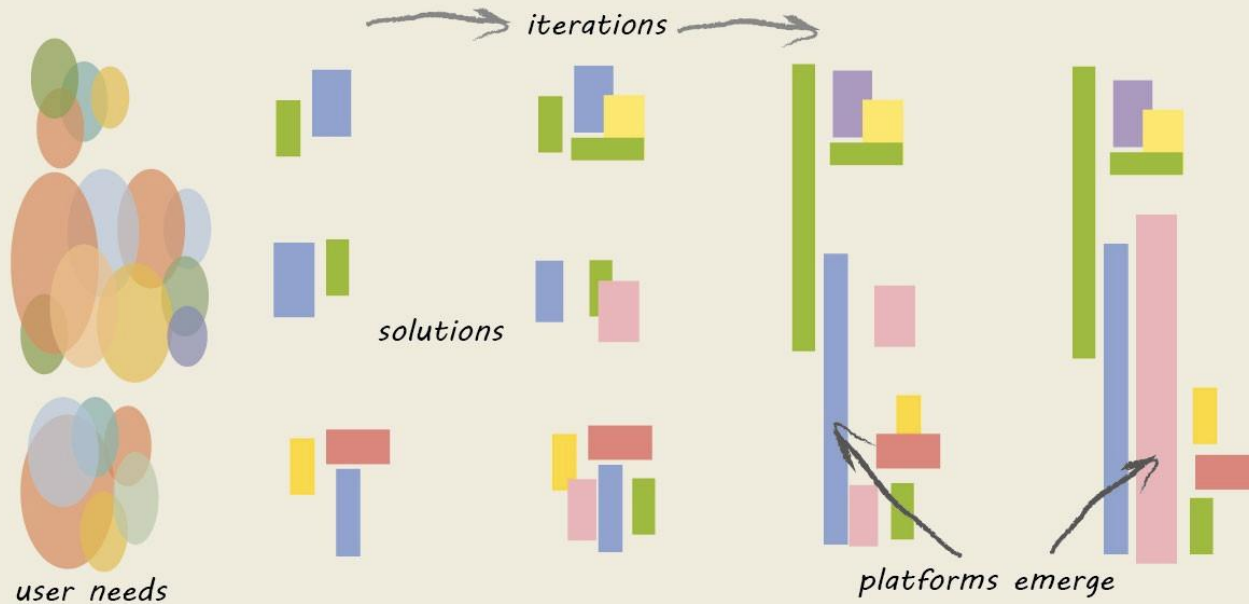
FLOW STATE: ADD DOCUMENTATION

THE GREAT NEWS?

**DOING THESE THINGS HELPS YOU TO
GRAPPLE WITH THE CODE AND DELIVER
FASTER IN ANY CASE!**

START WITH TECH DEBT IMPROVEMENT

BUILD, REFACTOR, LET PLATFORMS EMERGE



<https://medium.com/@postenterprise/the-abuse-of-reuse-96b2e0af01a7>

JELLYFISH IN ARMOUR



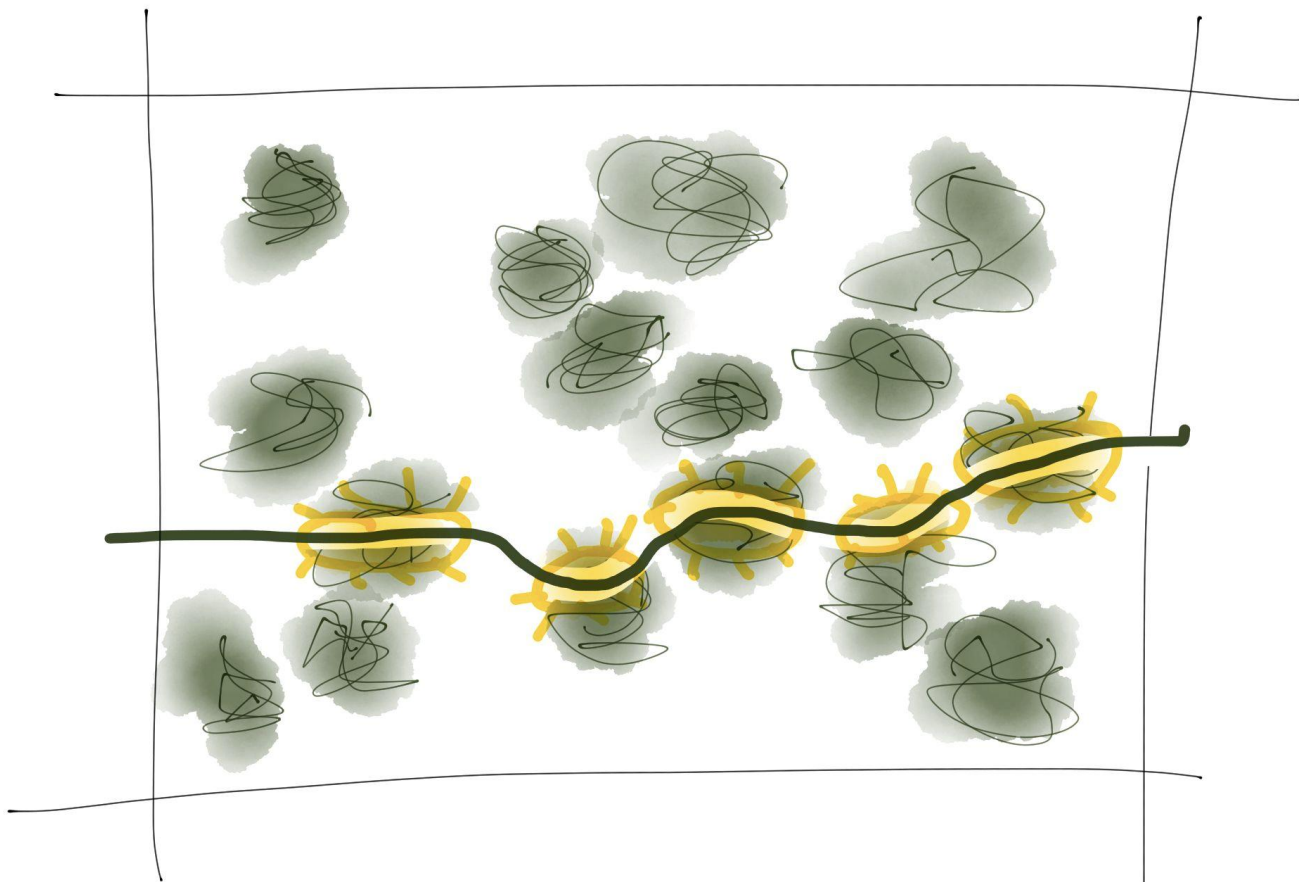
HOW MILK CONTAINERS SHOULD BE

**PUT AN
EXPIRY DATE
ON ANY
(NECESSARY)
DIRTY HACKS**

**DON'T WAIT FOR PERMISSION TO
IMPROVE THINGS**

ADOPT “BOYSCOUT” RULE

BUILD IMPROVEMENT IN



<http://xprogramming.com/articles/refactoring-not-on-the-backlog/>

REFACTOR YOUR MONOLITH

**START CONSUMING APIS
INTERNALLY TOO**

EAT YOUR OWN DOGFOOD

I HAVEN'T EATEN IN AN HOUR



THAT'S 7 DOG HOURS



COME AT ME BRO

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