

CLOSE YOUR EYES...



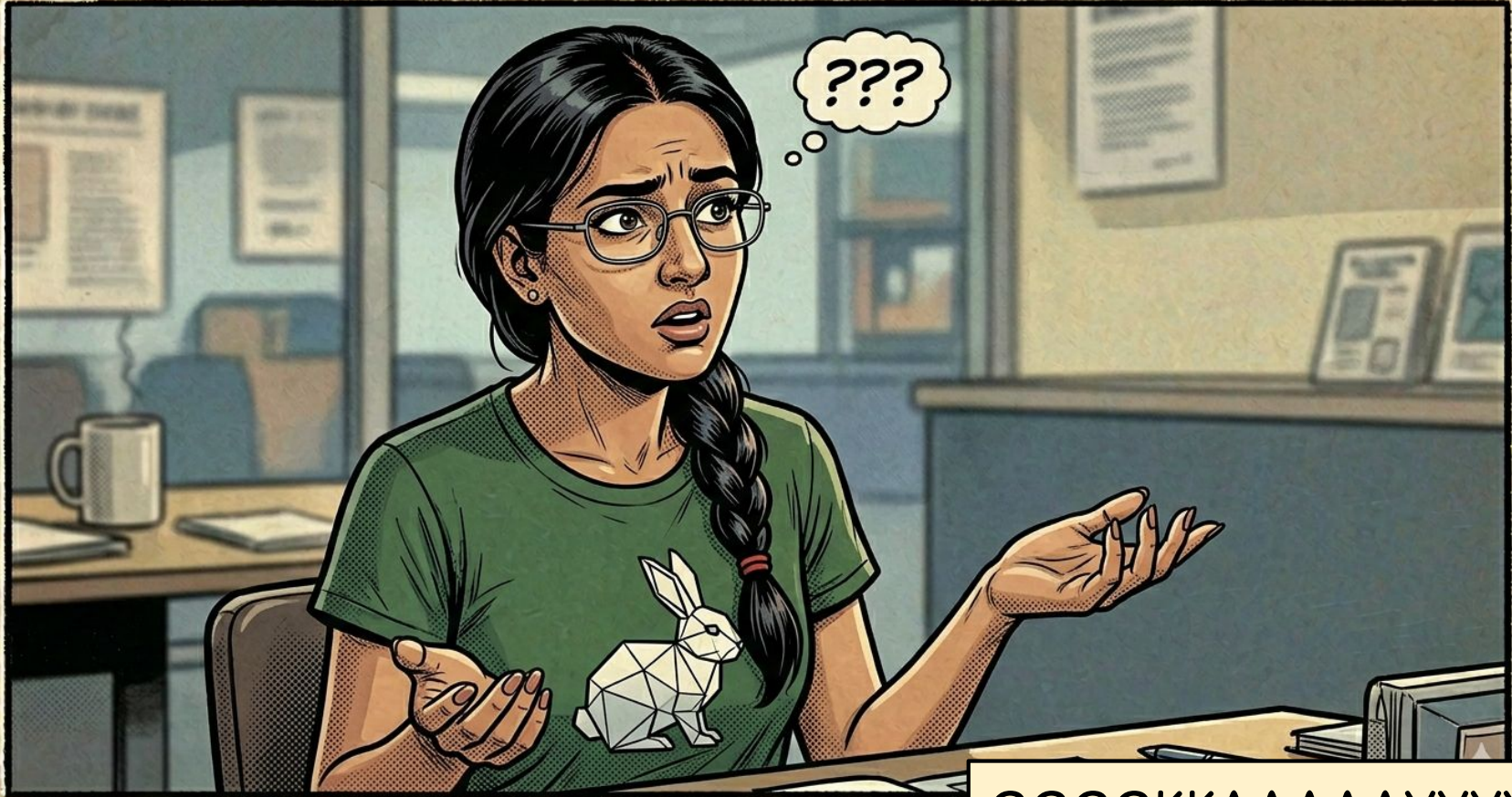
1 PRINCIPAL ENGINEER...  
4 STAFF ENGINEERS...  
2 SENIOR ENGINEERS...



"MAKING IT WORK" BE LIKE....



"WHAT A BRILLIANT IDEA!"



OOOOKKAAAAYYYY???



"ALL WE HAD TO DO WAS COME TOGETHER!"



MISALIGNMENT FOLLOWS YOU HOME...



MISALIGNMENT FOLLOWS YOU HOME...

1987.

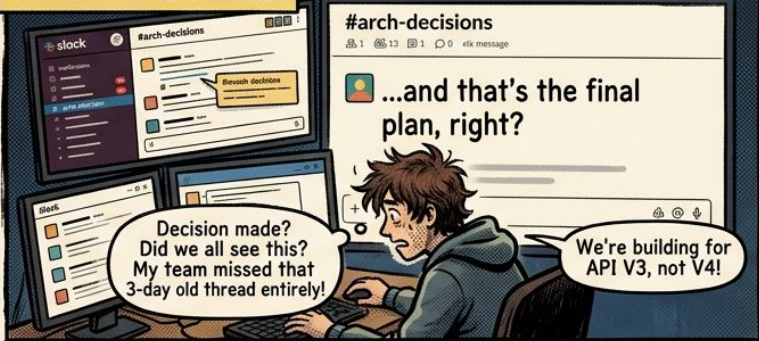


2026.



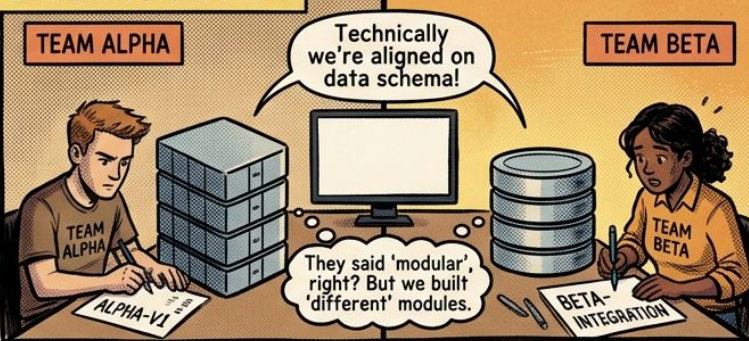
TIME TO EVOLVE WITH THE TOOLING...

### 1. THE UNREAD THREAD.



Coordination Tax #1: The decision three teams never saw.

### 2. ARCHITECTURE DRIFT.



Coordination Tax #2: Technically aligned, practically drifted.

### 3. THE INTERPRETATION MEETING.



Coordination Tax #3: Zero written outcomes, mass confusion.

### 4. THE INVISIBLE OVERHEAD.



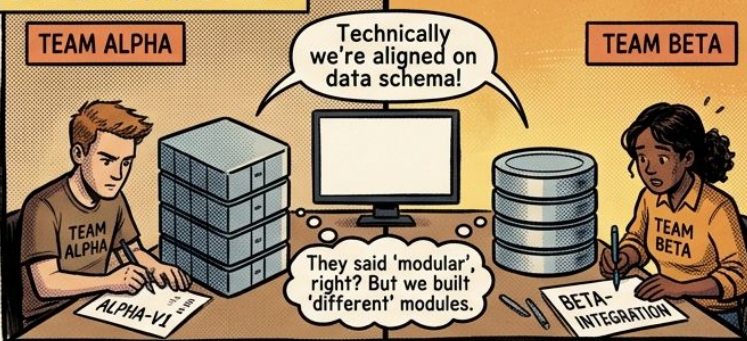
# COORDINATION TAX

### 1. THE UNREAD THREAD.



Coordination Tax #1: The decision three teams never saw.

### 2. ARCHITECTURE DRIFT.



Coordination Tax #2: Technically aligned, practically drifted.

### 3. THE INTERPRETATION MEETING.



One hour meeting. Four different conclusions. Zero written outcomes.

Coordination Tax #3: Zero written outcomes, mass confusion.

### 4. THE INVISIBLE OVERHEAD.



# COORDINATION TAX



£700 - PER HOUR!



"LOUDEST ≠ SMARTEST."



SOCIALLY ACCEPTABLE ≠ QUALITY



"REALLY? OKAY, WE'RE LISTENING..."

# THE "SIMMER" METHOD



ALLOW IDEAS TO DEVELOP...

# INGREDIENTS TO ACHIEVE THE OPTIMAL SIMMER

HOT TOPICS LIST

OPTIONAL COLLAB SESSIONS

EXCLUSIVE ENGINEERING COMMS CHANNEL

USE AI TO DO THE WORK NO ONE WANTS TO

ESTABLISH A WAYS OF WORKING

BUILD A SHARED TARGET ARCHITECTURE

The secret to keeping the team running hot is the perfect simmer! Just follow the ingredients...

Optional sessions...  
Shared architecture... I need to get started on that Hot Topics list!



# THE HOT TOPICS LIST



## Hot Topics

Show All

New

| Name  | Affected Teams                               |
|---|--|
| legacy_table deprecation - why it needs to wait and what are the risks                  | Card Infra, Data and Analytics, Expense Core |
| Chargebacks - does this require any updates to the current process                      | Card Infra, Expense Core                     |
| Besides RfE's FE, are there any other teams that need to be involved in the RfE process | Ready for Expense Core                       |
| What additional fields are required on the RfE form                                     | Accounting Expense Core                      |
| Wallet Unloads - what is the impact of the new wallet unload process                    | Banking Infra, Expense Core                  |
| Enablement of Accounts  | Card Infra, Fraud                            |
| Trades - how does money movement work in the current system                             | Banking Infra, Expense Core                  |
| other_legacy_table deprecation and the impact on the current system                     | Card Infra, Data and Analytics, Expense Core |
| What is the source of historical FX rates   | Expense Core, Banking Infra                  |
| What are the business requirements for the new wallet unload process                    | Banking Infra, Expense Core                  |
| Backwards compatibility of Expenses   | Expense Core                                 |
| Which teams owns Chargeback functionality   | Card Infra, Fraud                            |
| Wallet Loads - what is the impact of the new wallet load process                        | Banking Infra, Expense Core                  |
| What will need to be involved for enablement of the new wallet load process             | Banking Infra, Expense Core                  |

## legacy\_table deprecation - why it needs to wait and what are the risks

|                    |   |
|--------------------|---|
| Affected Teams     | Card Infra, Data and Analytics, Expense Core  |
| Conclusion         | Decision logged in MCTD-2   |
| Date Added         | March 13, 2025  |
| MC Collaborations  | Multi-Currency and Backwards Compatibility (Multi-Currency...)  |
| Multi-Currency ... | legacy_table will not be sunset before H2 and the deprecation of the event will be conducted as its own project outside of Project Awesome. |
| Participants       | Dan Abel, Diane-Lee Daniel Pretorius  |
| Status             | Concluded   |
| Topic ID           | MCHT-2  |
| Type               | Engineering   |
| Workstream         | Card Purchase   |
| + Add a property   |   |
| Comments           |   |
| D Add a comment... |   |

SINGLE SOURCE OF TRUTH. ACCESSIBLE BY ANYONE, ANYTIME



NO MORE TRIBAL KNOWLEDGE. NO MORE INFO ISLANDS.

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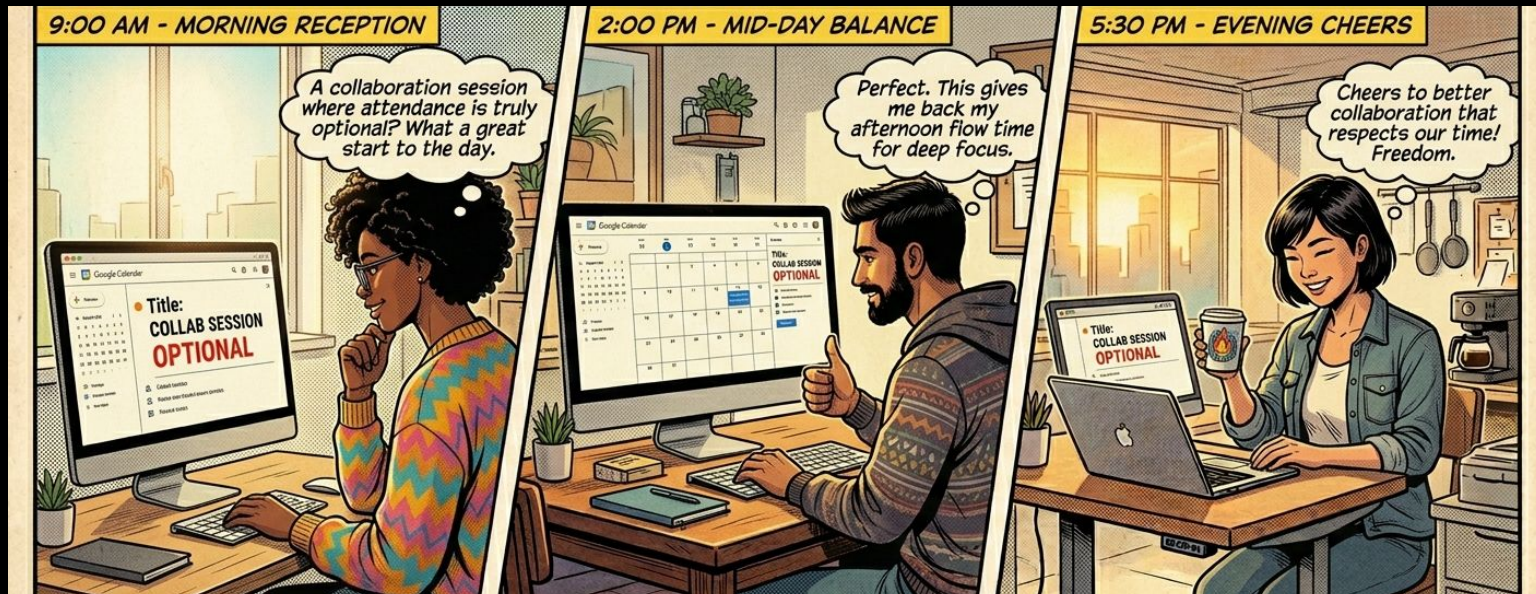
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# SHOW UP IF YOU CAN CONTRIBUTE: PRESENCE = ENGAGEMENT



MANDATORY = RESENTMENT

OPTIONAL = OWNERSHIP

**BEFORE**



**AFTER**




SIMMERING LEVELS THE FIELD


# INGREDIENTS TO ACHIEVE THE OPTIMAL SIMMER

1. HOT TOPICS LIST


2. OPTIONAL COLLAB SESSIONS

3. SHORT, REGULAR UPDATES


 ON TARGET


 IN PROGRESS - WATCHING IT

 AT RISK - NEEDS ATTENTION


 WE STILL HAVEN'T AGREED ON AN APPROPRIATE NAME FOR THE NEW ATTRIBUTE

WE USE THE TERM "ACCOUNT" ACROSS THE ORG - BUT IT MEANS SOMETHING DIFFERENT IN THE CONTEXT OF EACH TEAM. WE NEED TO AGREE ON A COMMON NAME. I'VE ADDED IT TO THE HOT TOPICS LIST AND SET PRIORITY TO P1.

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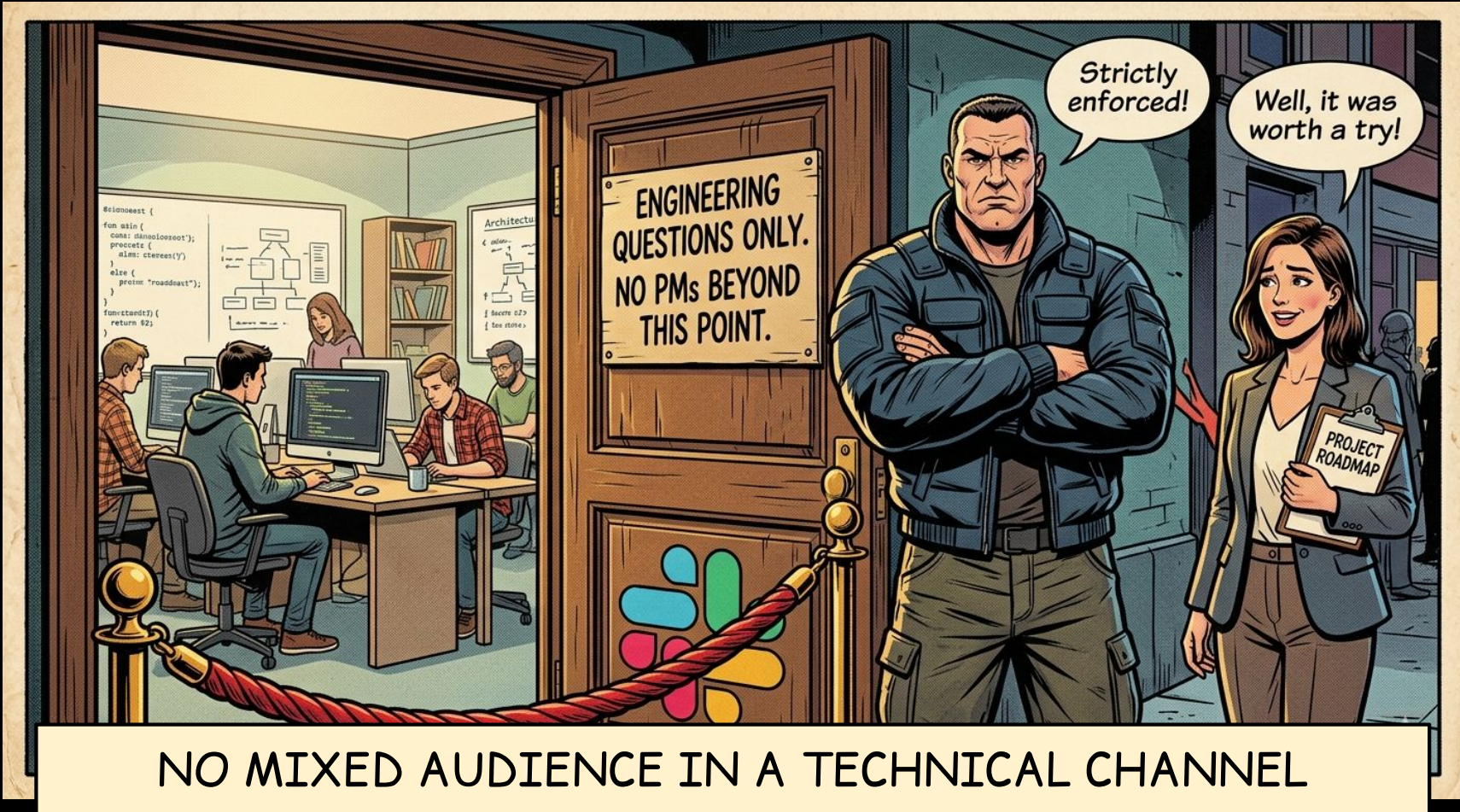
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Strictly enforced!

Well, it was worth a try!

ENGINEERING QUESTIONS ONLY.  
NO PMs BEYOND THIS POINT.

PROJECT ROADMAP

NO MIXED AUDIENCE IN A TECHNICAL CHANNEL

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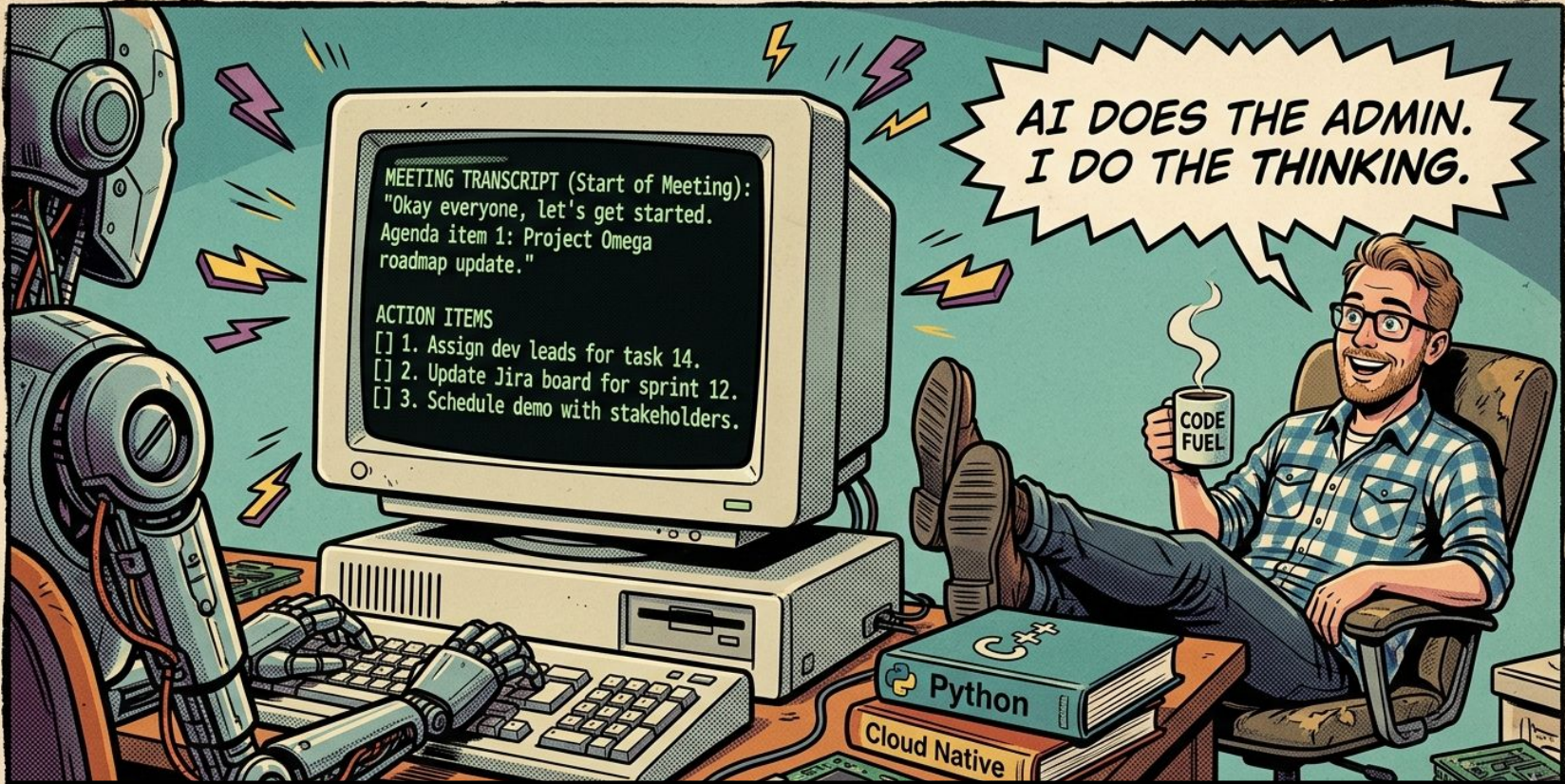
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"OH, IS THAT WHAT THEY NEEDED THE UPDATE FOR?"



AI: THE ULTIMATE YES-PERSON FOR BORING TASKS

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"OH, GREAT - NOW WHAT IS SHE ON ABOUT?"

## DISAGREE & LET'S SEE



## ASYNC FIRST



## CONTEXT IS EVERYTHING



## KIND ≠ NICE



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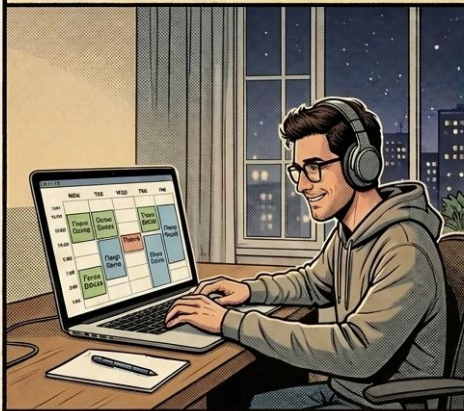
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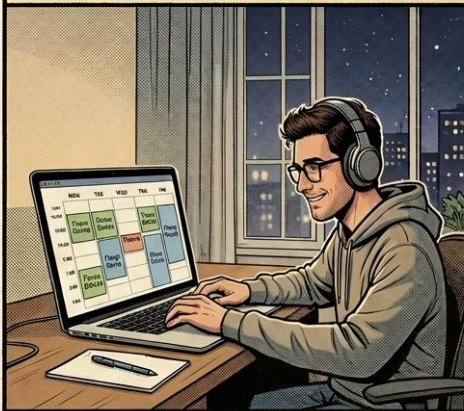
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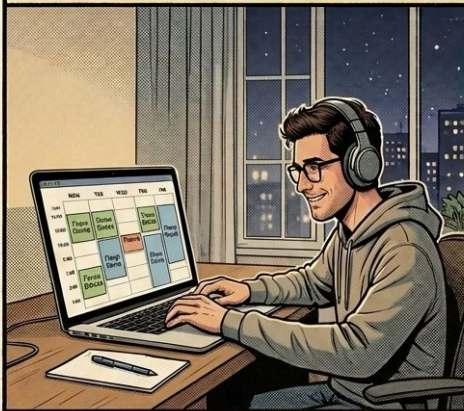
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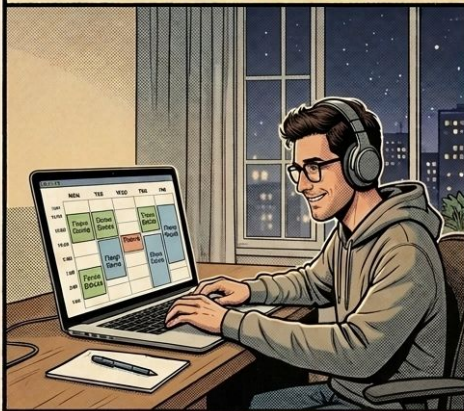
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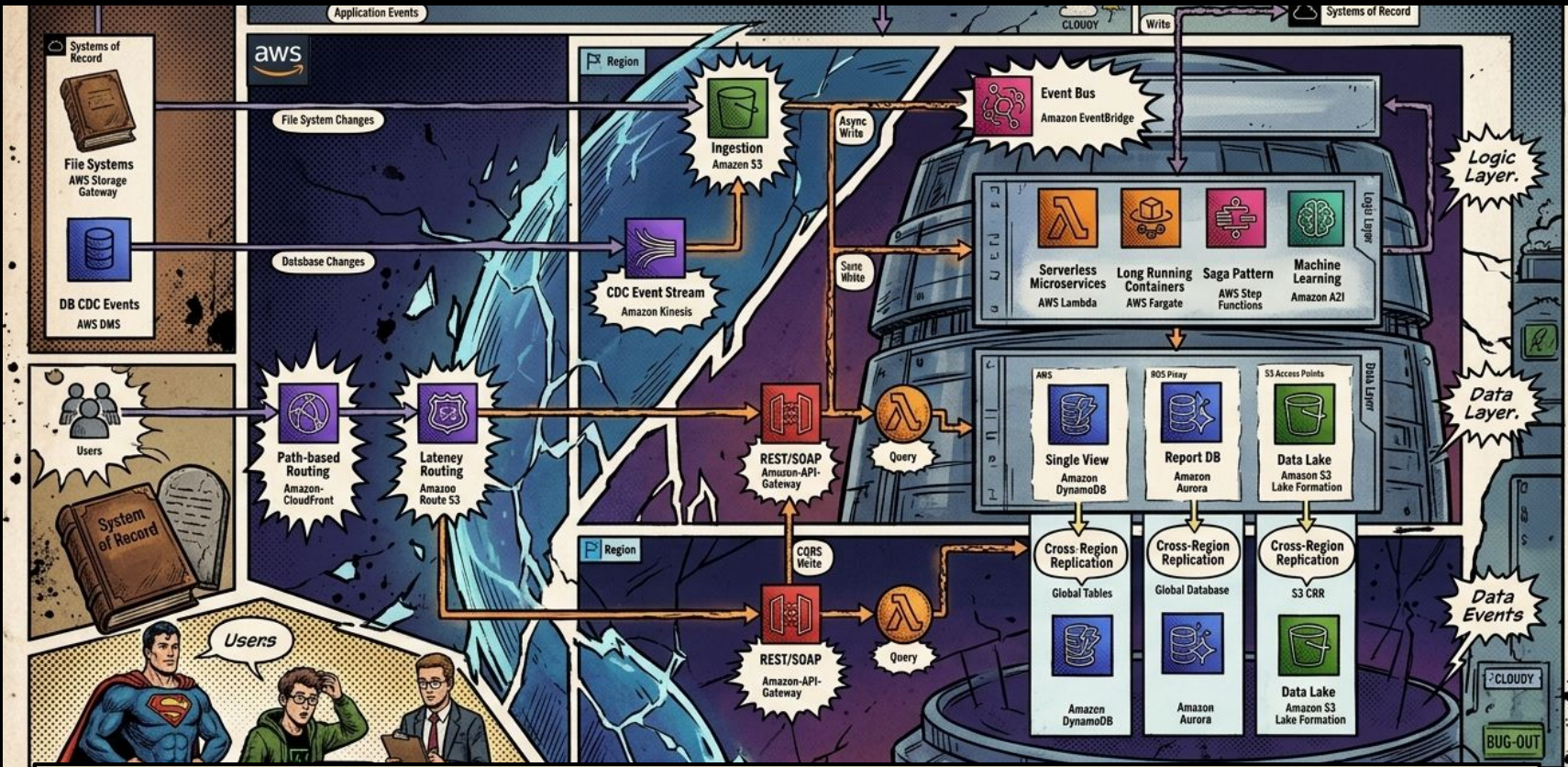
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# TARGET ARCHITECTURE FOR HEROES



**Target architecture –  
Align. Execute. Deliver.**

**Diane-Lee Pretorius**

**LeadDev  
Berlin**

14:02

FANTASTIC TALK. HIGHLY RECOMMEND...

PAINT-BY-NUMBERS (MONOCHROME EDITION)



ABSTRACT EXPLOSION (UNLEASHED COLOR)



WHAT INCLUSION ACTUALLY MEANS

PAINT-BY-NUMBERS (MONOCHROME EDITION)



ABSTRACT EXPLOSION (UNLEASHED COLOR)



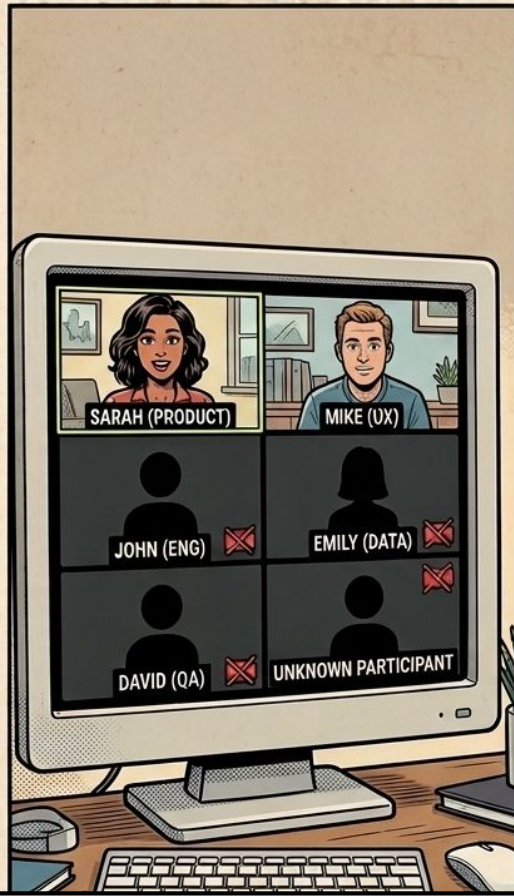
WHAT INCLUSION ACTUALLY MEANS



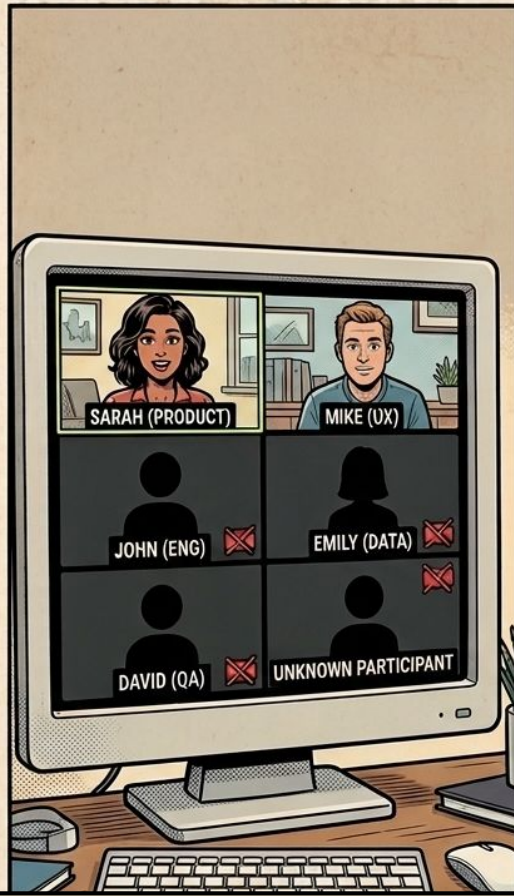
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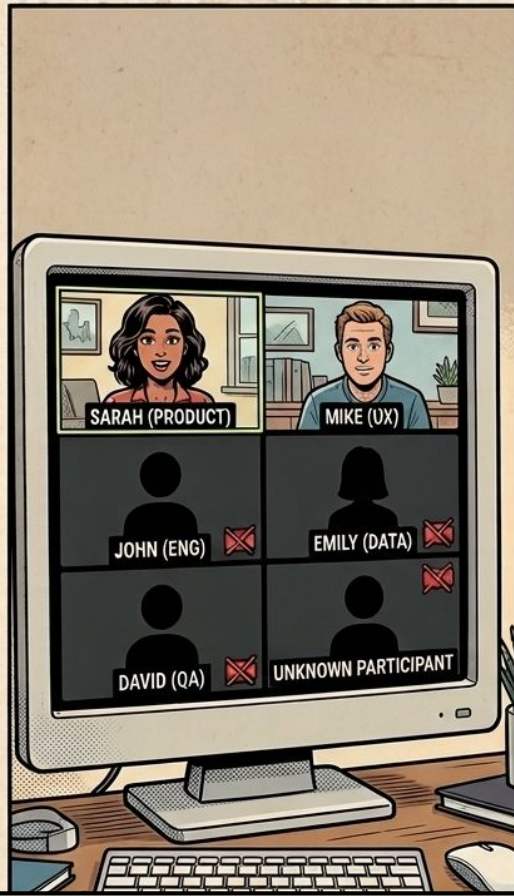
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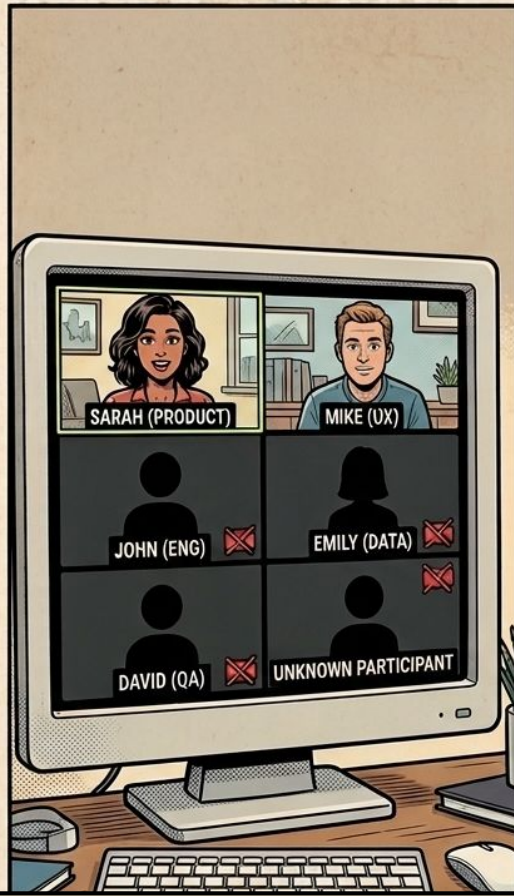
A FEW LESSONS LEARNED - THE HARD WAY



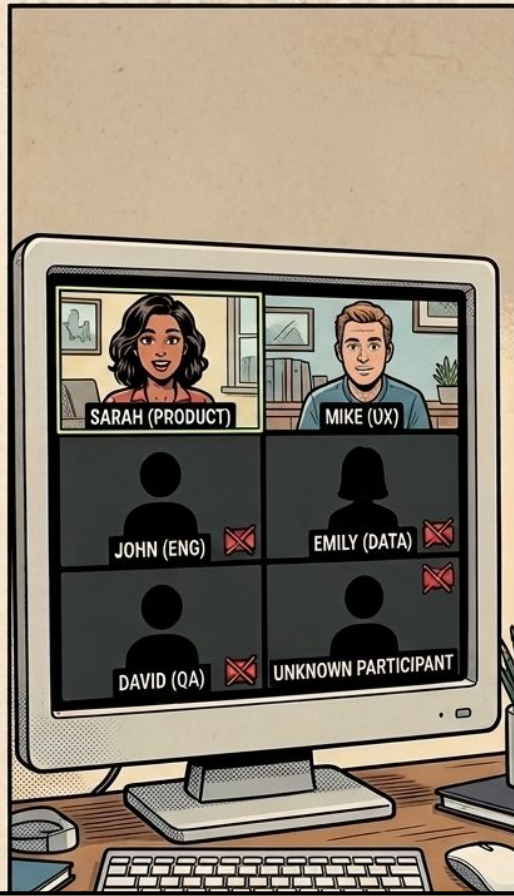
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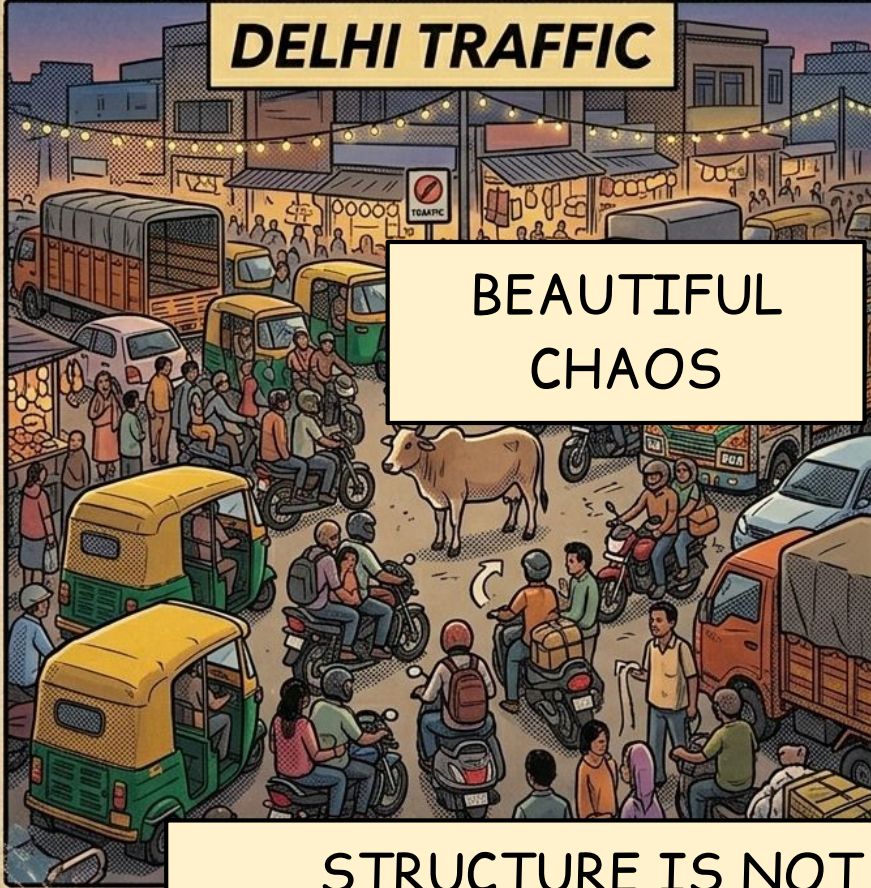
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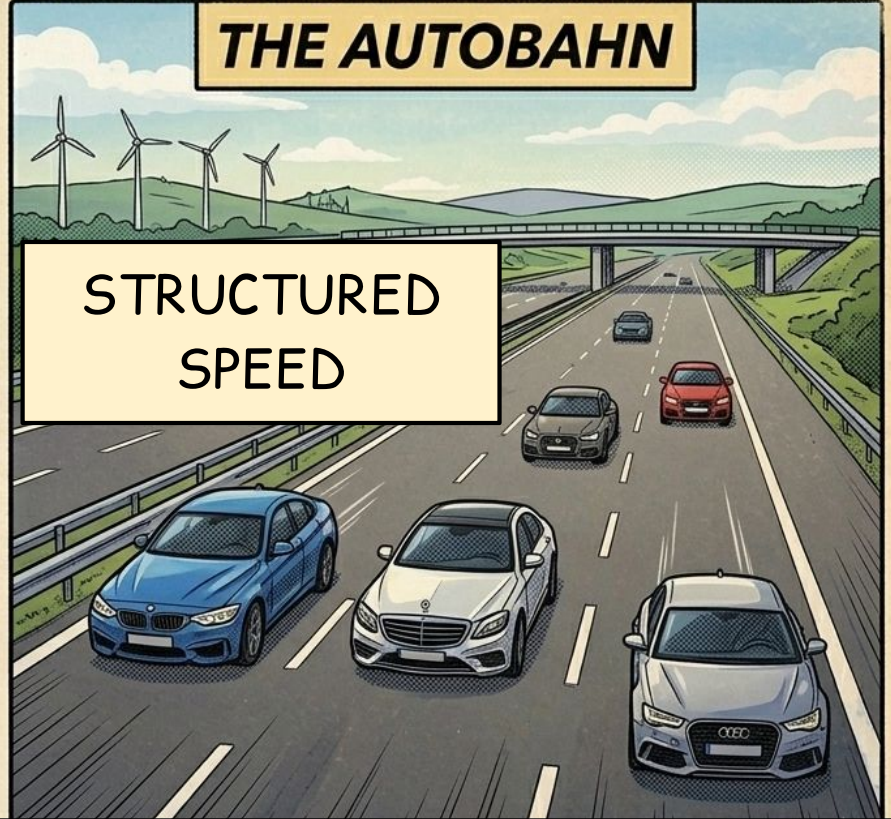
## DELHI TRAFFIC

BEAUTIFUL  
CHAOS



## THE AUTOBAHN

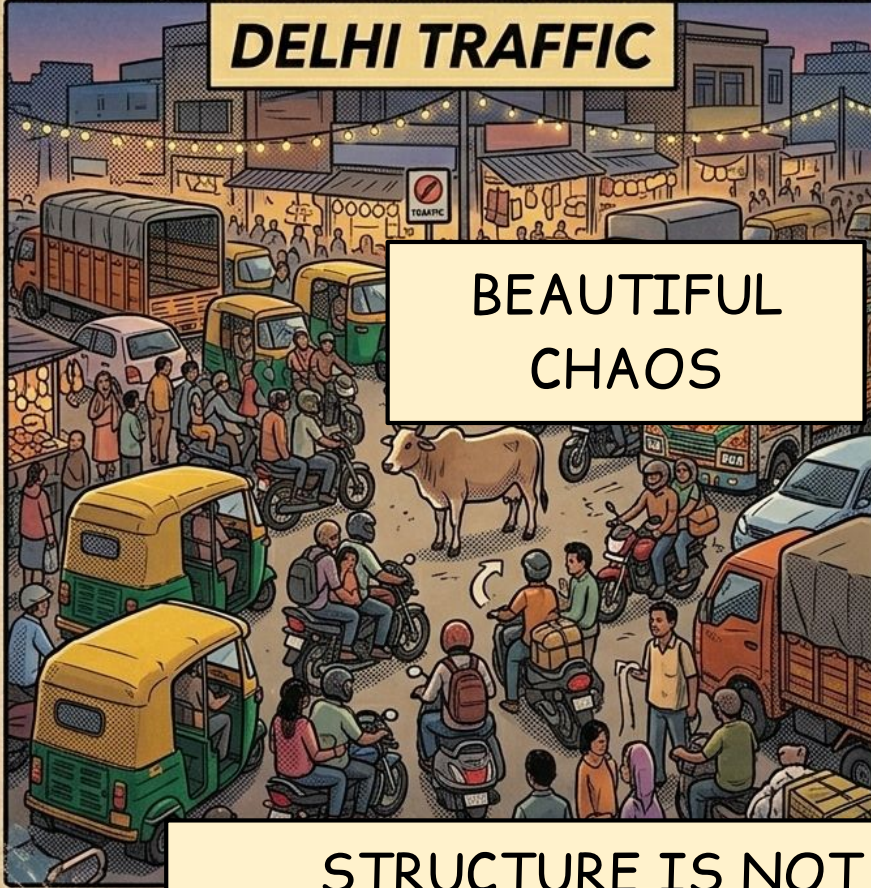
STRUCTURED  
SPEED



STRUCTURE IS NOT THE OPPOSITE OF FREEDOM

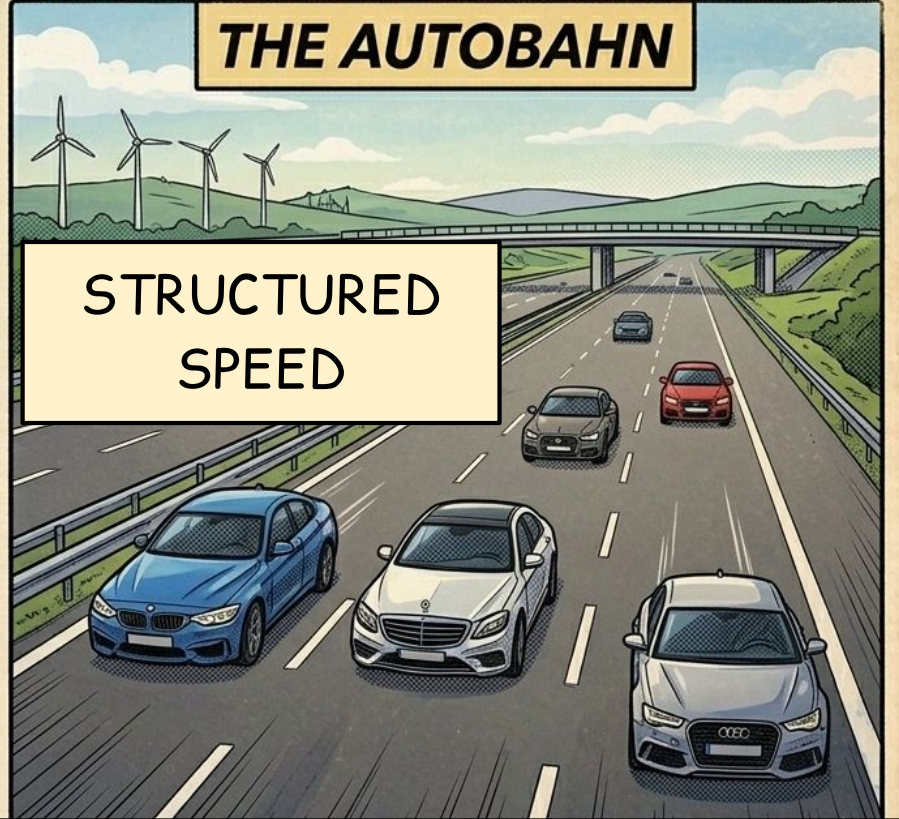
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**BEFORE**



**AFTER**



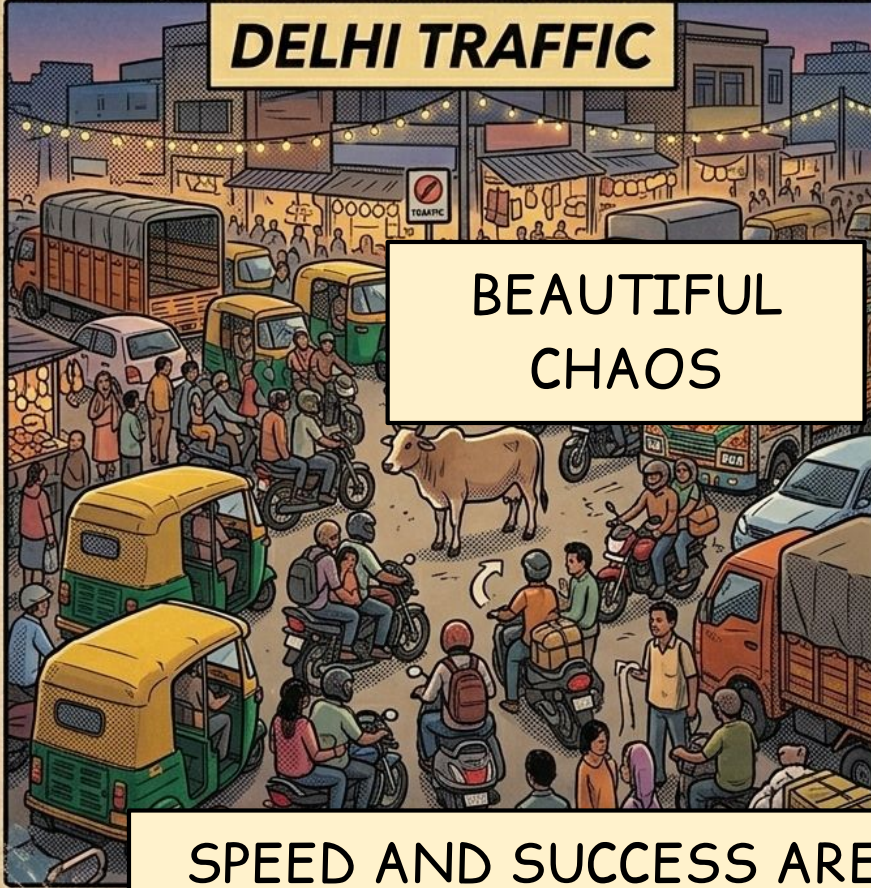
DESIGN FOR SIGNAL, NOT VOLUME.



DIFFERENT THINKING AND WORKING STYLES IMPROVE OUTCOMES

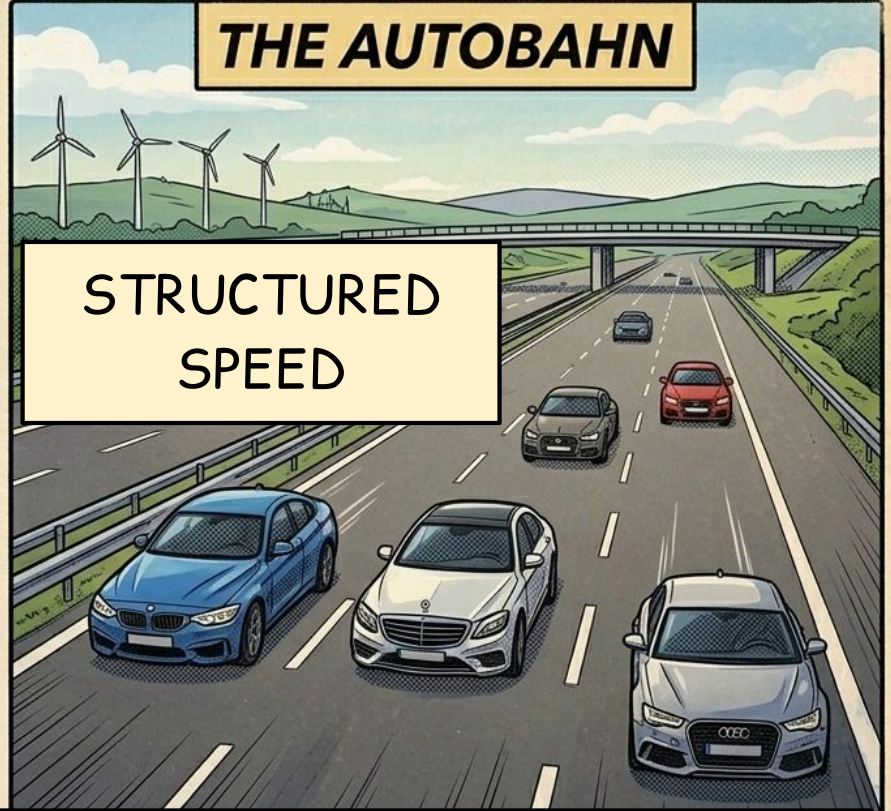
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SPEED AND SUCCESS ARE BY-PRODUCTS OF STRUCTURE

LET IT SIMMER....

