



Squish Level Objectives

How SRE can help align technical
work to user benefit

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Agenda

- Finding the human in your machine.
- Figuring out what they want.
- Delivering it to them.



Dave Stanke

Developer Advocate

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Dave is a Developer Advocate for Google Cloud Platform, aligned to the DevOps community. He loves talking with practitioners: listening to stories, telling stories, sharing a healthy cry. Prior to Google, he was the CTO of OvationTix/TheaterMania, a tech startup in the performing arts industry, where he specialized in feeding memory to Java servers. He chose on purpose to live in New Jersey, where he enjoys baking, indie rock, and fatherhood.

Who's this guy?

- **CTO** (Startup)
- **Product Manager** (Google)
- **Developer Advocate** (Google)

@davidstanke



Some Engineering Myths...

Myth #1

“I’m not customer-facing.”

YOU

Platform Operations

Platform Development

Application Ops

Application Development

Product Owner

Project Management

Sales

Customer Support

YOUR
CUSTOMER

“Hi!”

Myth #2

“I don’t work on a product.”

**A product is a thing
that someone chooses
instead of another thing.**

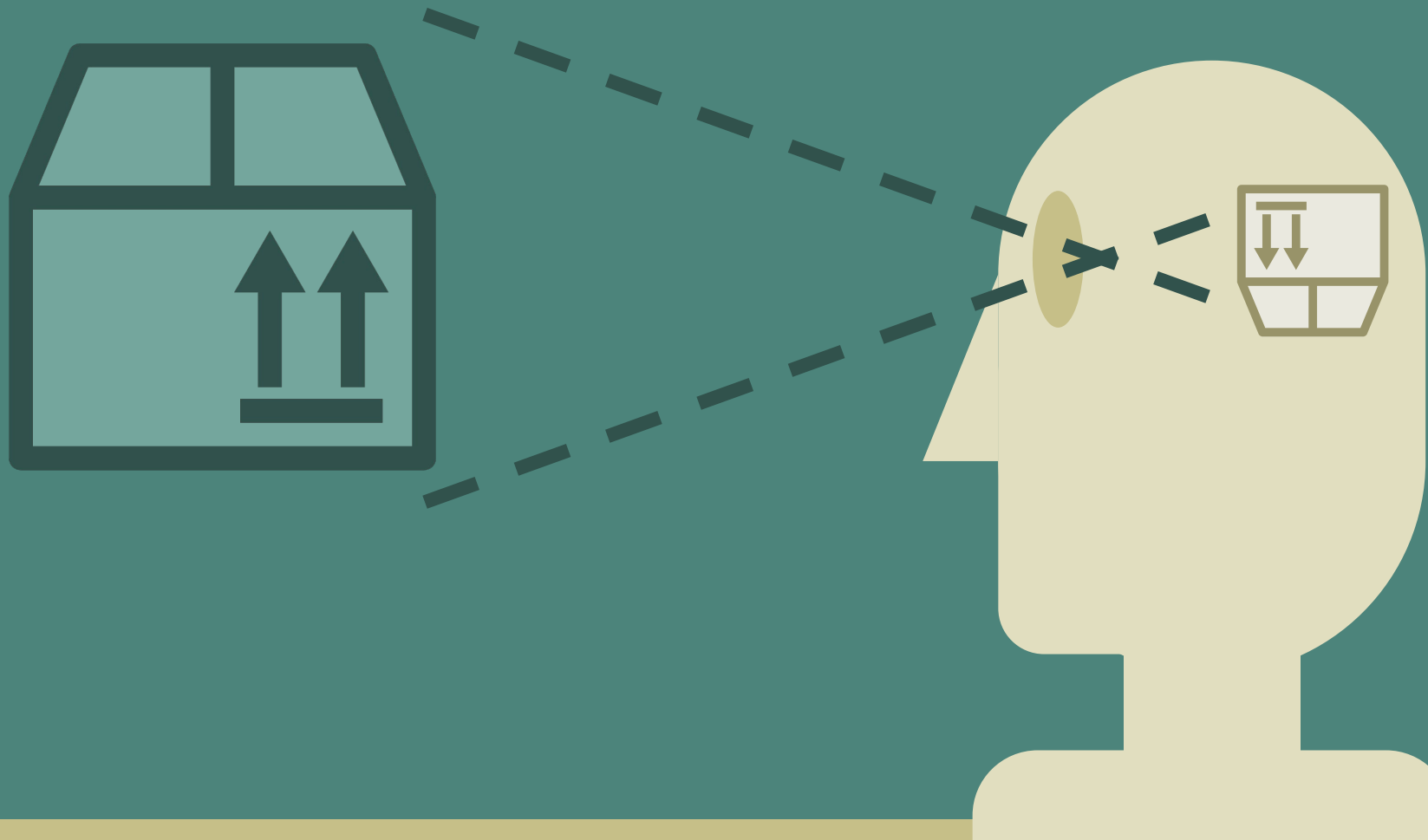
**Your product is probably not a
thing in a box...**



**Your product is probably not a
thing in a box...**



...because actually, no product is.



And now some

SRE

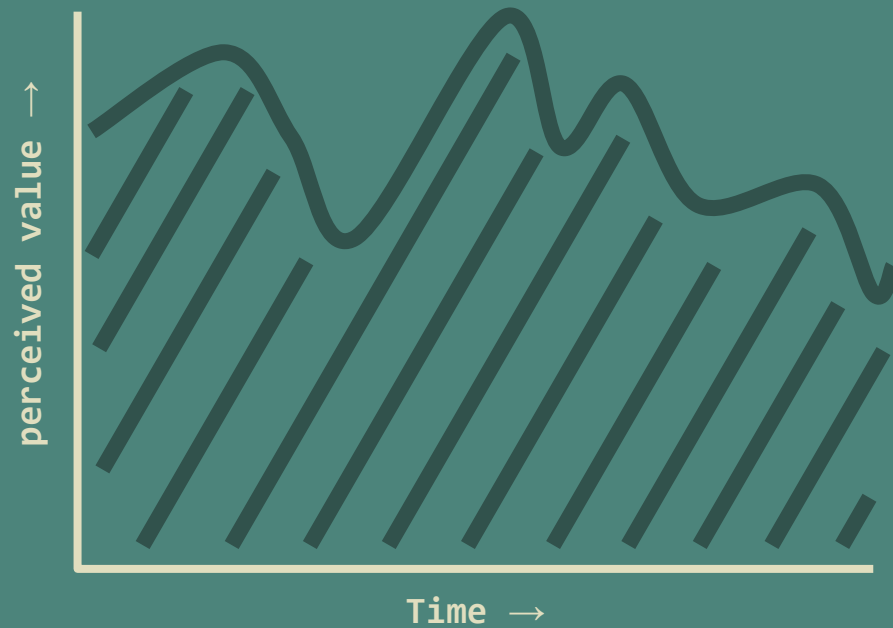
SRE Principle #1

Reliability is the most important feature of any service [product].

Myth #3

“I don’t work on features.”

Value x time



**Your customer hates
your code.**

SRE Principle #2

**We don't determine the reliability
of our systems; our users do.**

SRE Principle #2'

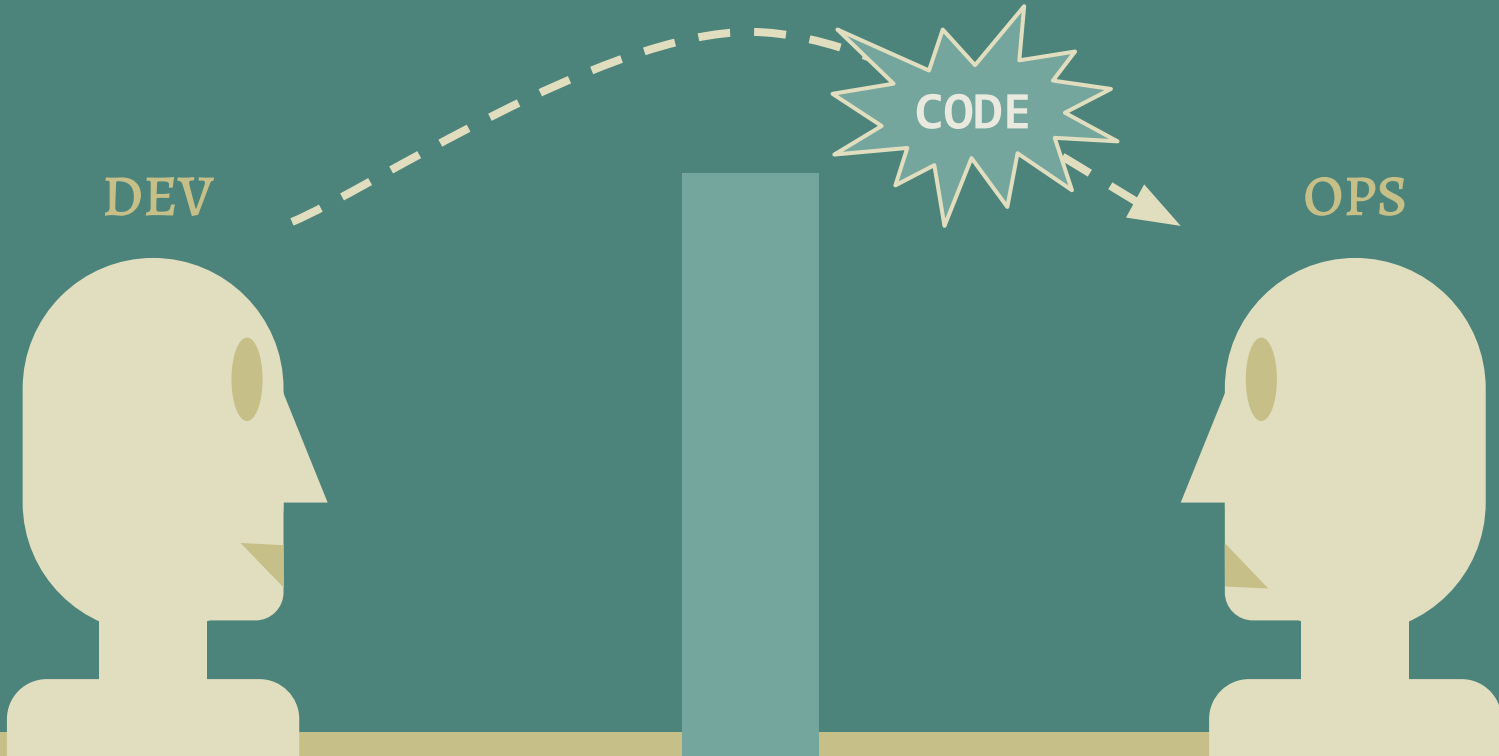
We don't determine the quality of our product; our customers do.

What do these people want?!?

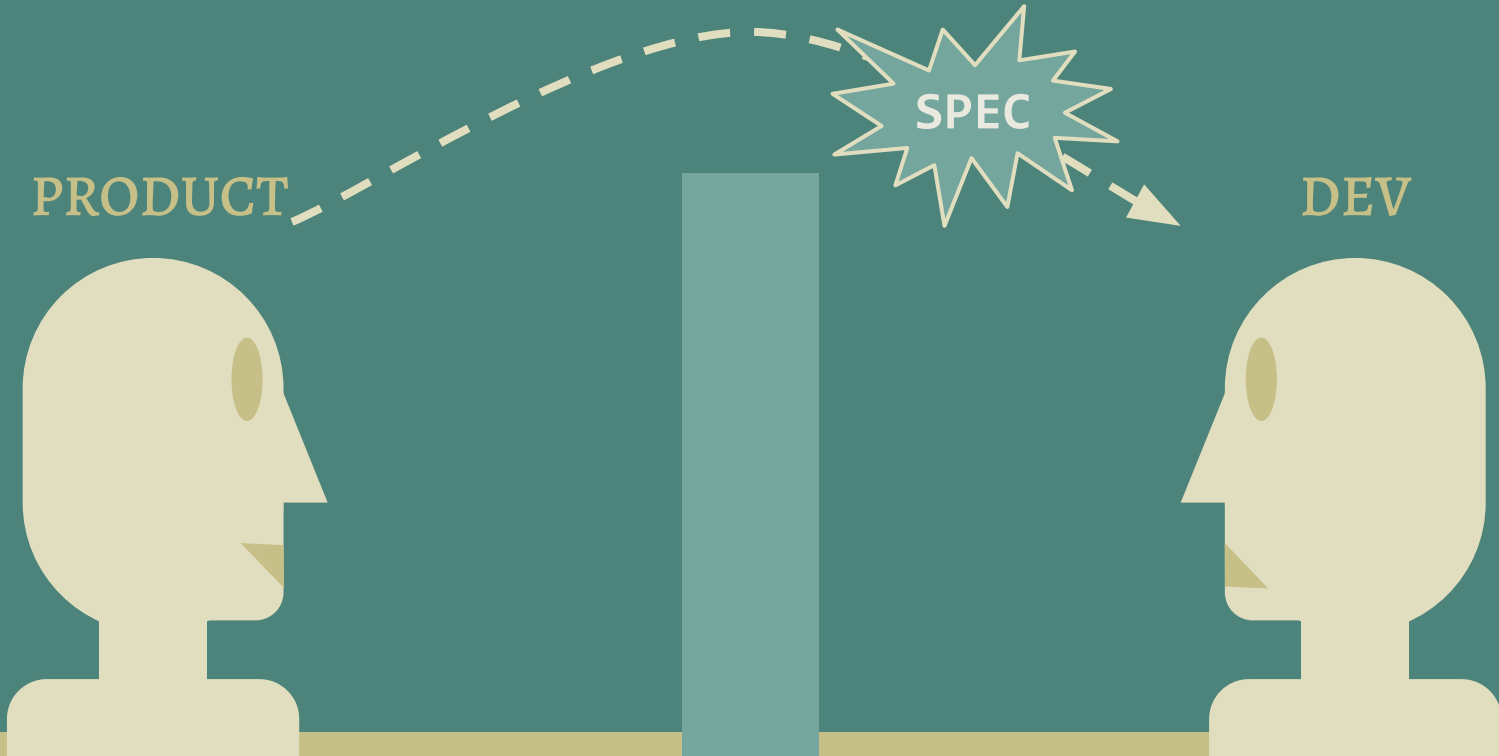
What do these people want?!?

Let's go ask them.

We've learned not to do this...



Let's stop doing this, too:



**Engineers like to
solve problems**

Engineers
need to understand
customer problems

Understand your customer

Talk to them:

- Qualitative User Experience Research (UXR)
- It's okay to just listen
- $N > 1$

Understand your customer

Read about them:

- Quantitative UXR
- Market research
- Analytics / logs

Understand your customer

Be them:

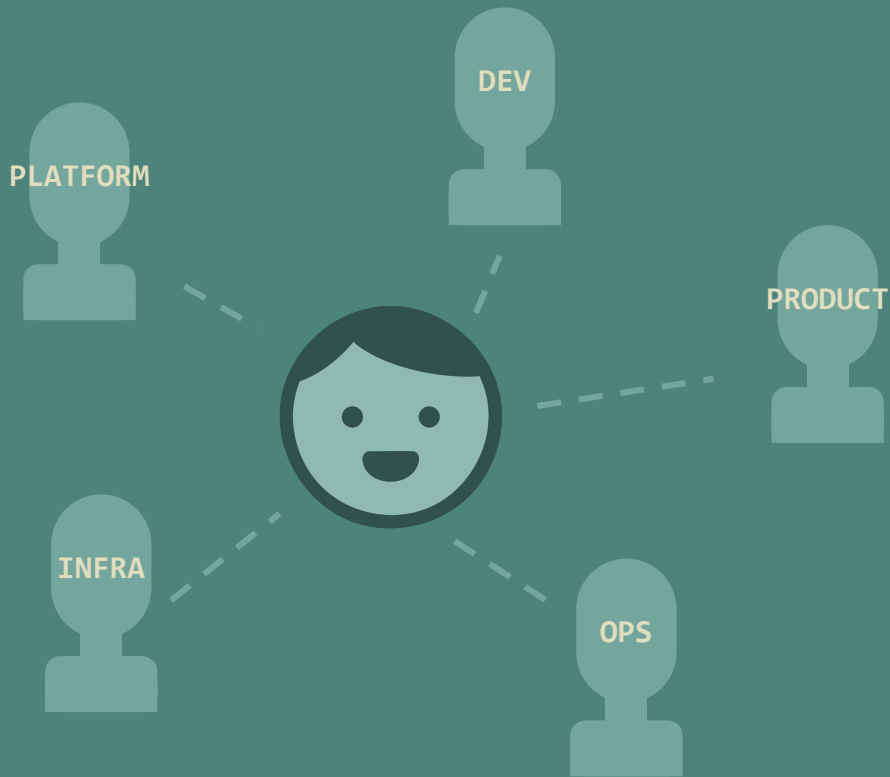
- Dogfooding
- Empathy Sessions
- Try the competition

Understand your customer

Mess with them:

Use Error Budgets to experiment on user experience

Everything is for the customer



**Okay, but what about all
the things the customer
doesn't care about?**

Security

Security
is for the customer

Tech Debt?

Refactoring
is for the customer

Cost cutting

Cost cutting
is for the customer

Your Happiness



Your Happiness



is for the customer

**Keep the customer
around during
development**

Keep the customer around...

When designing:

- User personas
- JTBDs
- Prototyping



Keep the customer around...

When implementing:

- Customer-oriented milestones
- Customer feedback loops
 - Trusted testers
 - CABs
 - etc.

Keep the customer around...

When operating:

- Customer-oriented SLOs

SLO Policy

Last updated: 2020-03-14

SLI

Target

Page loads < 1500ms

99.95%

(28 day window)

Rationale:

Error rates greater than .05% correlate with significant increase in customer support tickets

**The best technology is
the one that produces
the best outcomes for
its customers.**

Recipe for success

- Define the product according to what your customer values
- Consistently deliver according to that definition



First steps:

1. Find your customer.
2. Learn what they value.
3. Write it down.
4. Deliver it.



Thanks!

@davidstanke

THANK YOU!

Meet me in the Network
Chat Lounge for questions