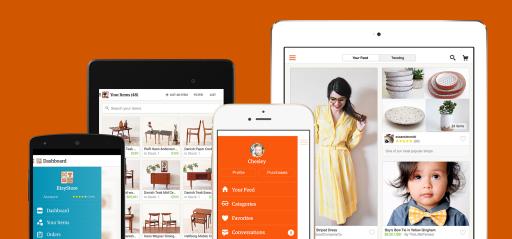
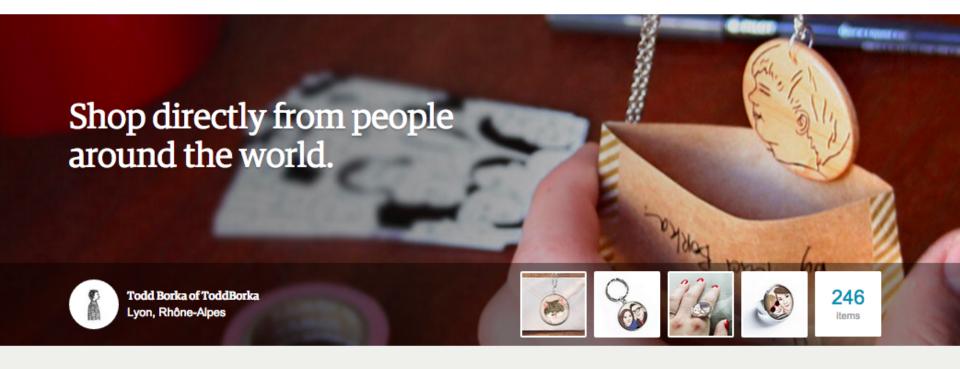
Distributing a Mobile Team

A Brave New Etsy Chapter



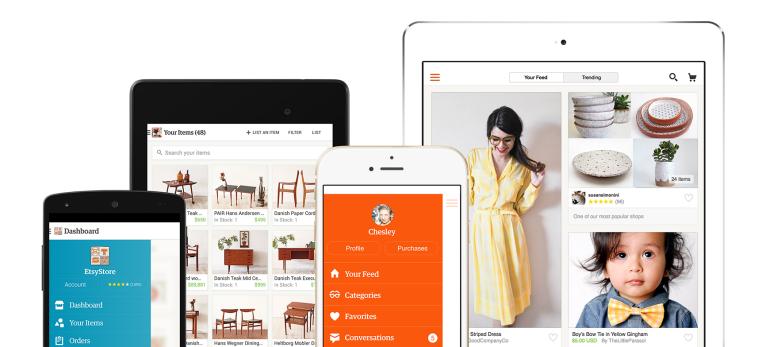
HATESY TO BE SEED TO B



Trending Items

Explore shoppers' top finds from around the marketplace.

etsy.com/mobile







Hannah Mittelstaedt









Cameron Ketcham
Software Engineer



Chris John Senior Software Engineer, Android



Deniz Veli Engineering Manager, Android



Hannah Mittelstaedt Senior Software Engineer



Jamie Huson Senior Software Engineer



Michael Venzke Senior Software Engineer



Paul Lau Senior Product Designer

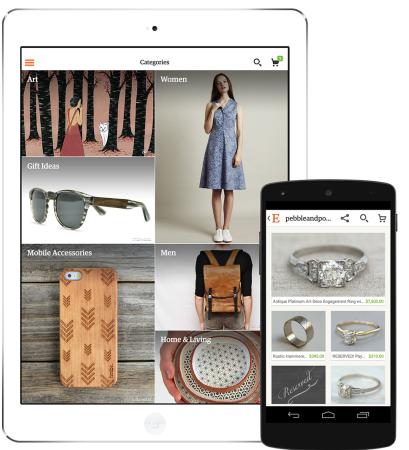


Quinn Savit
Software Engineer

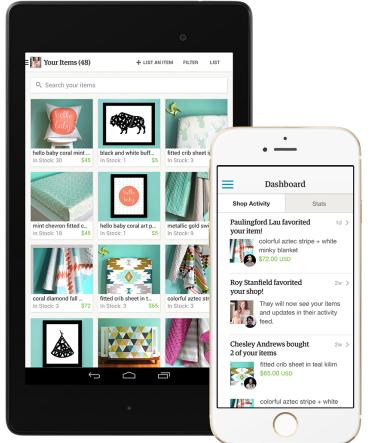


Scott Birksted
Senior Software Engineer









"Mobile-First"

Partially there:

- Built for mobile web with responsive layouts
- API-first work

The Problem:

Separation of the web product teams, and native app work.

Product Teams!

Buyer Experience Community

Shop Management Local

Search Payments

Shipping Checkout

Buyer Activation Marcom

... etc

Web Product Teams:

- Innovate
- Keep Deep Domain Knowledge
- Know the Backend and APIs
- Don't work on the apps



JeremyMiranda



We don't want to be a web company that has apps.

We want to bake mobile into everything we do.

The Solution!

The Solution!*

*Work in Progress

You are all the mobile team!



LOSTBOYIllustrations



App Core



Andrew Morrison
Senior Staff Engineer

Thomas Bonnin Software Engineer



Anthony Hersey
Senior Software Engineer



Justin Sheckler
Senior Manager, Engineering



Michael Venzke Senior Software Engineer

App Growth



Cameron Ketcham Software Engineer

Paul Lau



Senior Product Designer



Dilani Kahawala Product Manager



Roy Stanfield
Senior Product Designer



Justin Sheckler Senior Manager, Engineering



Mike MacDougall
Software Engineer



Shadi Jurdi Product Education Coordinator

How do we app?

How do we app?

Hire?

Learn?

btw, etsy.com/careers

How do we app?

Hire?

Learn!

still... etsy.com/careers

Learn



Chris



Jamie

teamtreehouse.com/library/google-play-services

Ok but, how do we release?

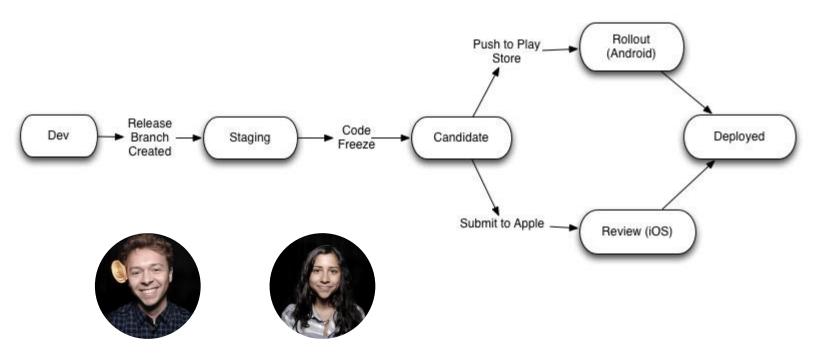


Talk by Ross Snyder slideshare.net/beamrider9/ continuous-deployment-at-etsy-a-tale-of-two-approaches



Not on apps.

2 week release cycle





So that was the plan.

The New Problems

Not Continuous:

Leaving validation to pre-release is errorprone and far from continuous.

How do we shorten the feedback loop?

More Continuous:

Treat master like we might **cut the** release at any moment.



...push to master like everyone is

JoyfulRoots



What release are we on?

Code is shipped from under us every 2 weeks.

What got in?

Releasinator

19

Account: hmittelstaedt logout

Deploy Host: deploy.etsycorp.com is up

Stack: Choose...

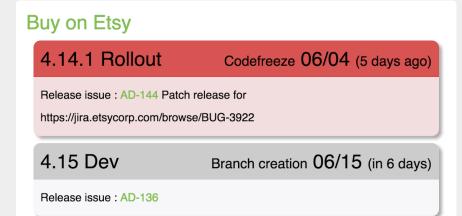
Current Deploys: Watch

Releasinator

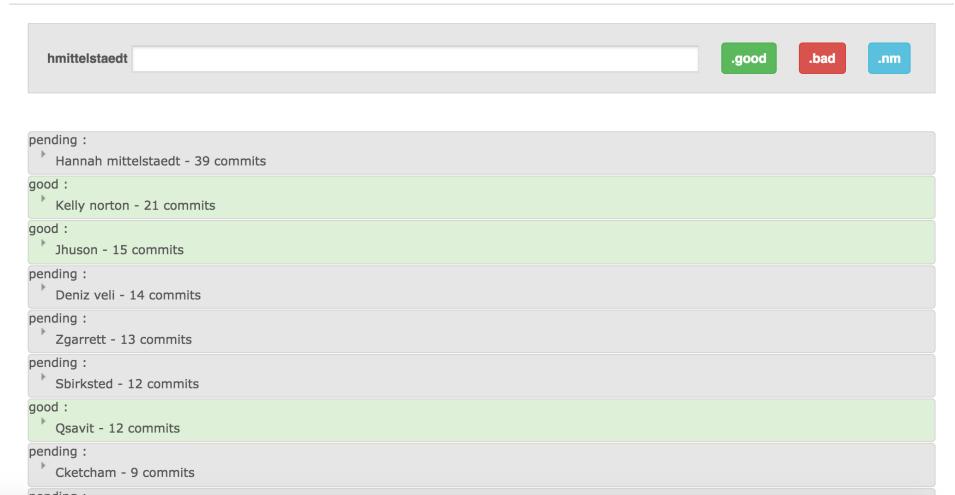
iOS

Android

4.14 Review Codefreeze 06/03 (6 days ago) Release issue : AD-133 4.15 Dev Branch creation 06/12 (in 3 days) Release issue : AD-135



Current release candidate : release/soe-2.11.0 - 17 committers



What about our data?

We don't have the data sophistication and tools that we had on the web.

What about our data?

Dan McKinley on Etsy Data: mcfunley.com/datadriven-products-now

"the way etsy employees imagine that etsy is used is pretty distantly removed from the way etsy is really used"



What about our data?

We don't have the data sophistication and tools that we had on the web.

Data Quality Working Group



Anthony Hersey
Senior Software Engineer



David Schott
Senior Software Engineer



Gabrielle Gianelli Senior Program Manager



Giovanni Fernandez-Kincade Staff Software Engineer



John Perkins Senior Data Analyst



Nell Thomas Senior Director, Business Inteligence



Justin Sheckler Senior Manager, Engineering

Senior Manager, Engineering

Rafe Colburn



Senior Software Engineer

Michael Venzke



Mohit Nayyar Software Engineer



What about our data:

Start anyway.

And let's get the company involved in fixing it.

Surprises in What is Hard

What Actually Wasn't Hard

What wasn't hard:

1. The web engineers write totally solid app code

What wasn't hard:

2. Other teams want your product feedback

What's Really Hard

Quality

Maintaining product quality and consistency within an app.

Frustration

Getting good at a new thing sucks.

Learning a New Thing

Shipping Slower

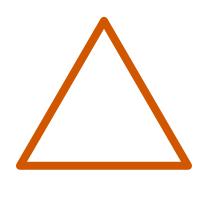
Staying Away from Comfortable Work

Learning a New Thing

Shipping Slower

Staying Away from Comfortable Work

Learning a New Thing



Shipping Slower

Staying Away from Comfortable Work

Learning a New Thing



Shipping Slower

We've built up a system of dopamine where we ship and know what we're doing.



Kellan

You're not going to get as much done next year as you want to.

Apps take longer. The tools aren't as good as we're used to.

You'll be shipping less frequently, and with lower confidence.



Kellan

But someone had to write Deployinator, the first dashboard, Statsd, and PushBot. And everything else we take for granted. We're back in that place. We are tool builders, and we need better tools.

This is a huge exciting opportunity to be part of something new.



Successes!

Releasinator

New Homepage

StatsD on native

Similar Listings

New analytics infrastructure

Appreciation Photos

Apple Pay & Google Wallet

New Search Taxonomy

Social Sign-On

Shipping Calculator

And more...

Questions?

Hannah Mittelstaedt @hannahmitt

etsy.com/careers

