



# Squish Level Objectives

How SRE can help align technical  
work to user benefit

Dave Stanke  
Developer Advocate  
Google  
@davidstanke  
davidstanke@google.com

# Agenda

---

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



## Dave Stanke

Developer Advocate

[@davidstanke](#)

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.”**

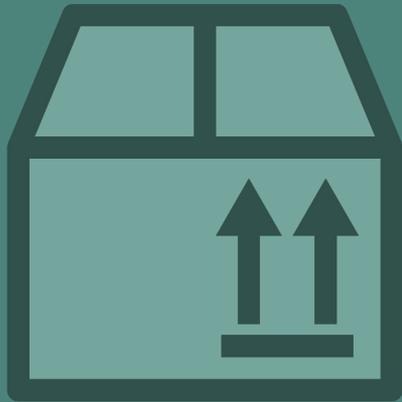


# Myth #2

**“I don’t work on a product.”**

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

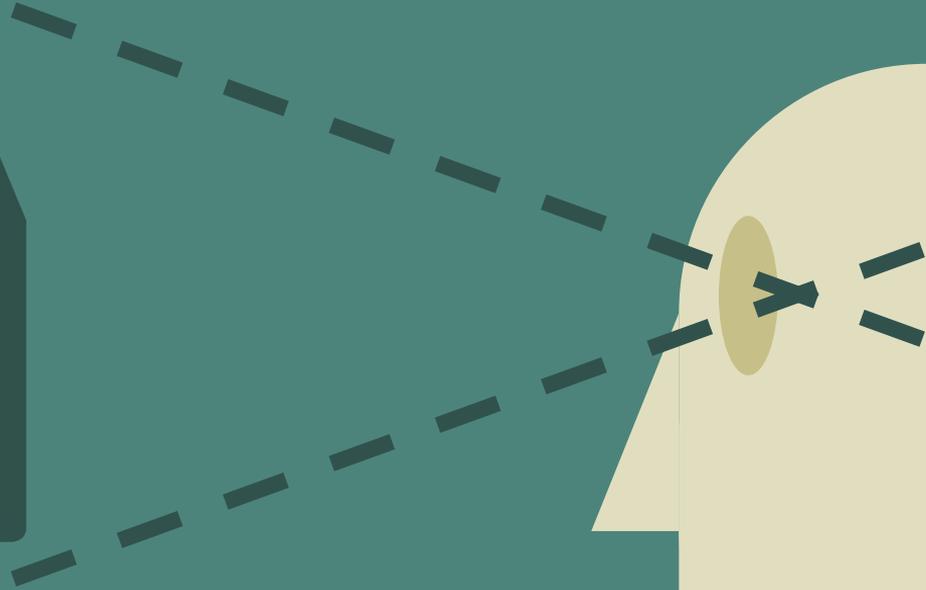
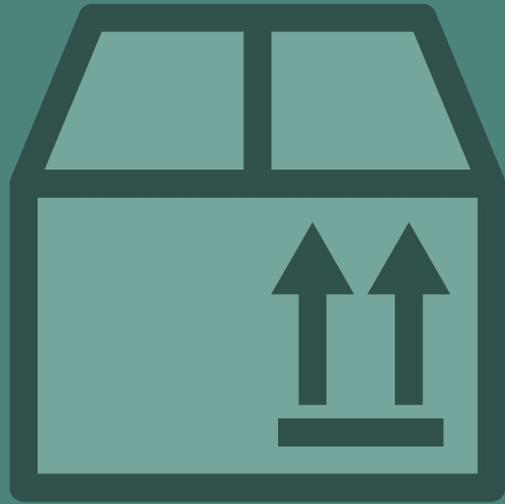
**Your product is probably not a  
thing in a box...**



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



**...because actually, no product is.**



**And now some**

**SRE**

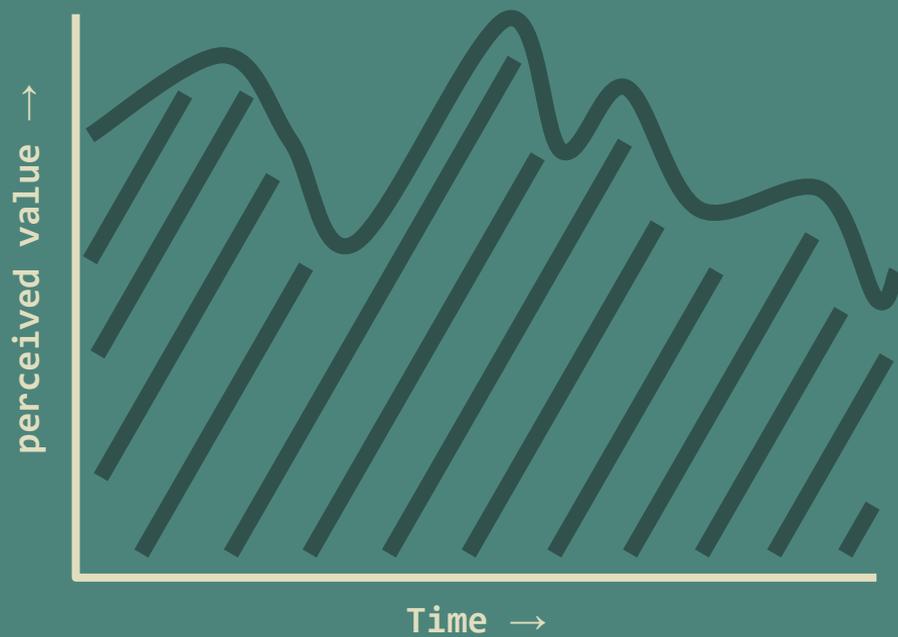
# **SRE Principle #1**

**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'**

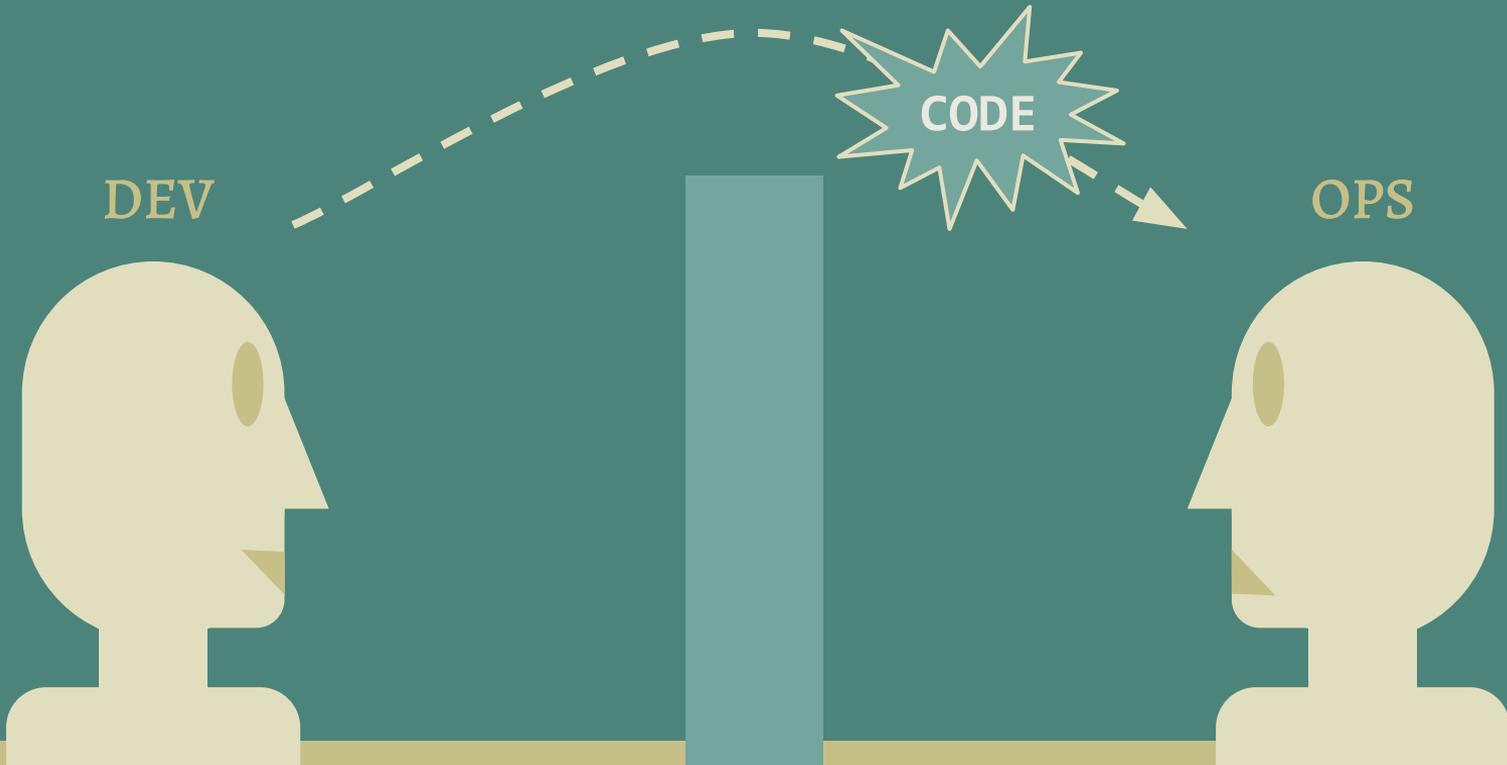
**We don't determine the quality of our product; our customers do.**

**What do these people want?!?**

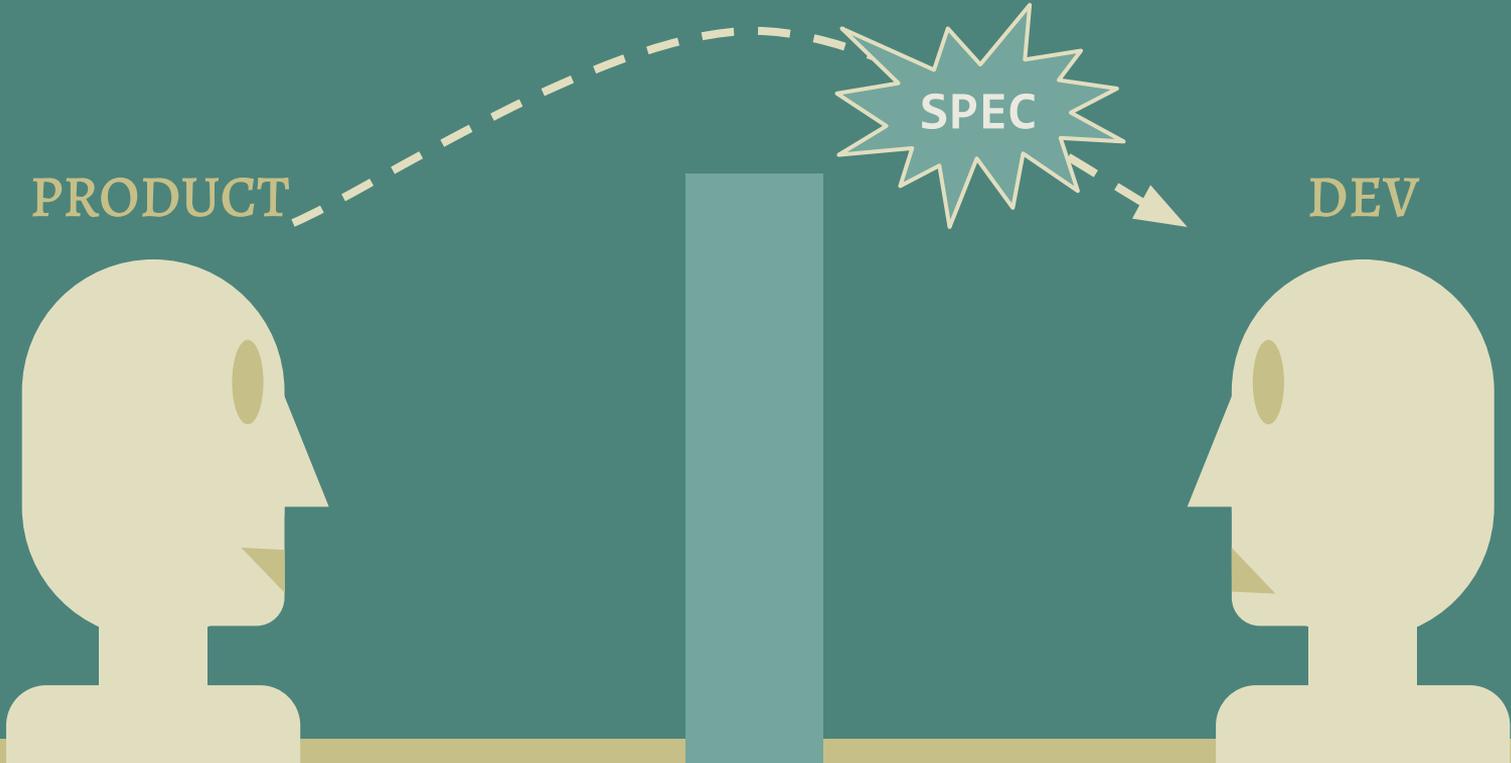
**What do these people want?!?**

**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:

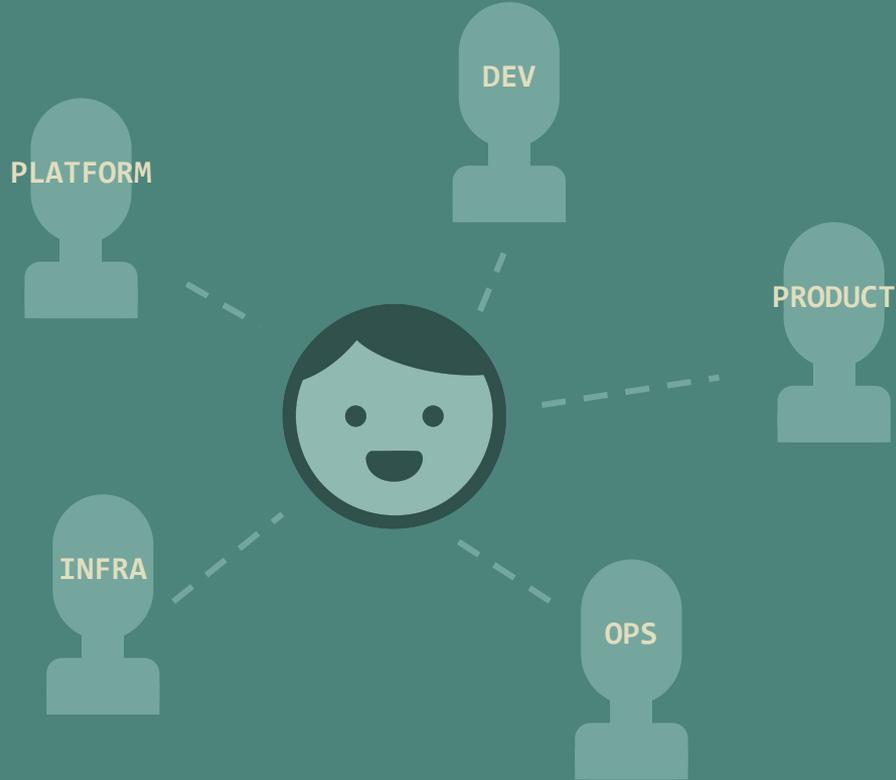
- Dogfooding
- Empathy Sessions
- Try the competition

# 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)

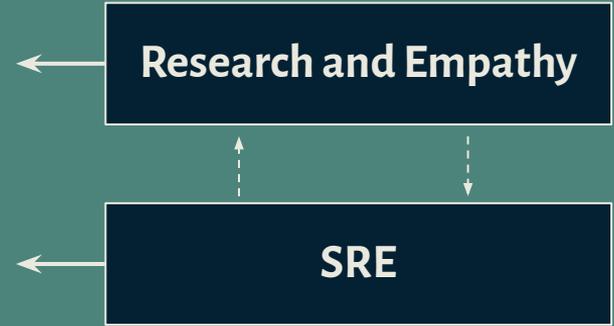
### Rationale:

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