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Build a Platform that Matches YOUR Needs!

Container Days 2025







Who am I?





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- Cloud Solution Architect
- Azure & Developer Technologies MVP

The pains we're trying to kill

- 2-week wait for a simple database
- Manual security sign-off every release
- 5 different, undocumented deployment paths
- > Does this sound familiar?

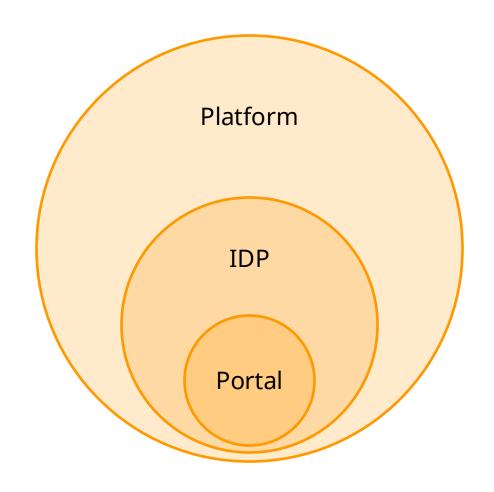
Goals of a platform

- Abstraction of complexity through Golden Path
- Self-Service and great Developer UX
- Built-in security & compliance
- Enhanced team collaboration
- Streamlined cost optimizations and goverance
- ➤ Better Dev Experience → Faster Delivery → Happier Humans



Platform ≠ IDP ≠ Portal

- Platform = the underlying & essential foundation
- Internal Developer Platform (IDP)
 = a self-service layer to scale
- Portal = optional user interface
- An IDP depends on a Platform, but a Platform can exist without an IDP



A Platform can be everything and nothing

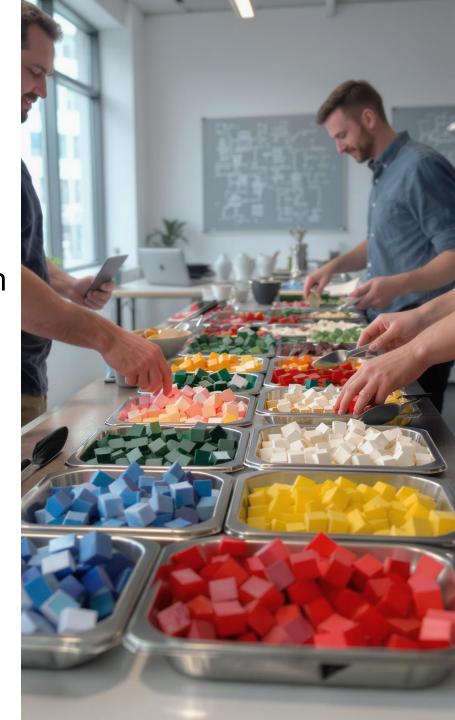
- Cloud Governance and some blueprints
- Terraform Modules & shared CI/CD templates
- One Kubernetes Cluster with templates and guardrails 🔽
- CAPI-based K8s Clusters with GitOps, Crossplane & Backstage 🔽

Match YOUR needs

- Focus on your requirements, not someone else's
- Start with problems, not tech
- Define your platfom by
 - Top 3 frictions your team faces
 - Personas & their "jobs to be done"
- Example: A mid-sized ISV's platform ≠ a 200+ developer platform
 - But they might solve the same problems!

Core capabilities

- Replace human interaction with self-service
 - Foster autonomy & remove bottlenecks
- Golden Path: Paved roads with guardrails baked-in
 - But: Allow exit ramps for flexibility
- Developer UX: Unified AND flexible
 - Meet developers where they live (Portal, CLI, API)



Before you start: Assess Maturity

- First, know your requirements
- Buy vs. Build
 - Unique business needs?
 - Internal skills or resources?
 - Time-to-market?
- Reality check: Skills, budget, governance appetite
- Understand where your team stands today
- > CNCF Platform Engineering Maturity Model

Treat the platform like a product

- Start with a Thin Viable Platform solve one dedicated issue first
- Form a dedicated Platform Team with a budget
 - Do not build your platform as "side work" project
- Publish a transparent roadmap & SLOs
- Implement feedback loops
 - Office hours, chat channels, issue tracking
- Define and track KPIs
 - Don't miss the human metric: Developer satisfaction
- >Measure, gather feedback, improve. Repeat.

Cultural change & adoption – required for success!

- Self-service is key, but requires a cultural change
 - Shift mindset from "open a ticket" to "push a button"
 - More importantly, this requires an organizational cultural shift across the company/IT
- Freedom WITH responsibility: paved road, not golden cage
- Open for everyone: transparent docs, shared contributions, and collaboration
- >Culture > Tooling (Culture is the foundation)

Don'ts & common pitfalls

- Avoid Over-Engineering → Netflix-grade complexity for a 3team startup?
- Foundation First → A slick UI ≠ success
- "Set and forget" mentality:
 no metrics, no iteration → no adoption
- It's NOT a Project → Platforms are long-lived products
- Self-Service ≠ "Golden Cage" → Mandating one true path pushes developers away
- Dependencies kills velocity → Clarify ownership handshakes across teams



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Thank you!