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# Changing the project stack at the middle of the game

Rubem Mota @ xgeeks

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## **About Me**

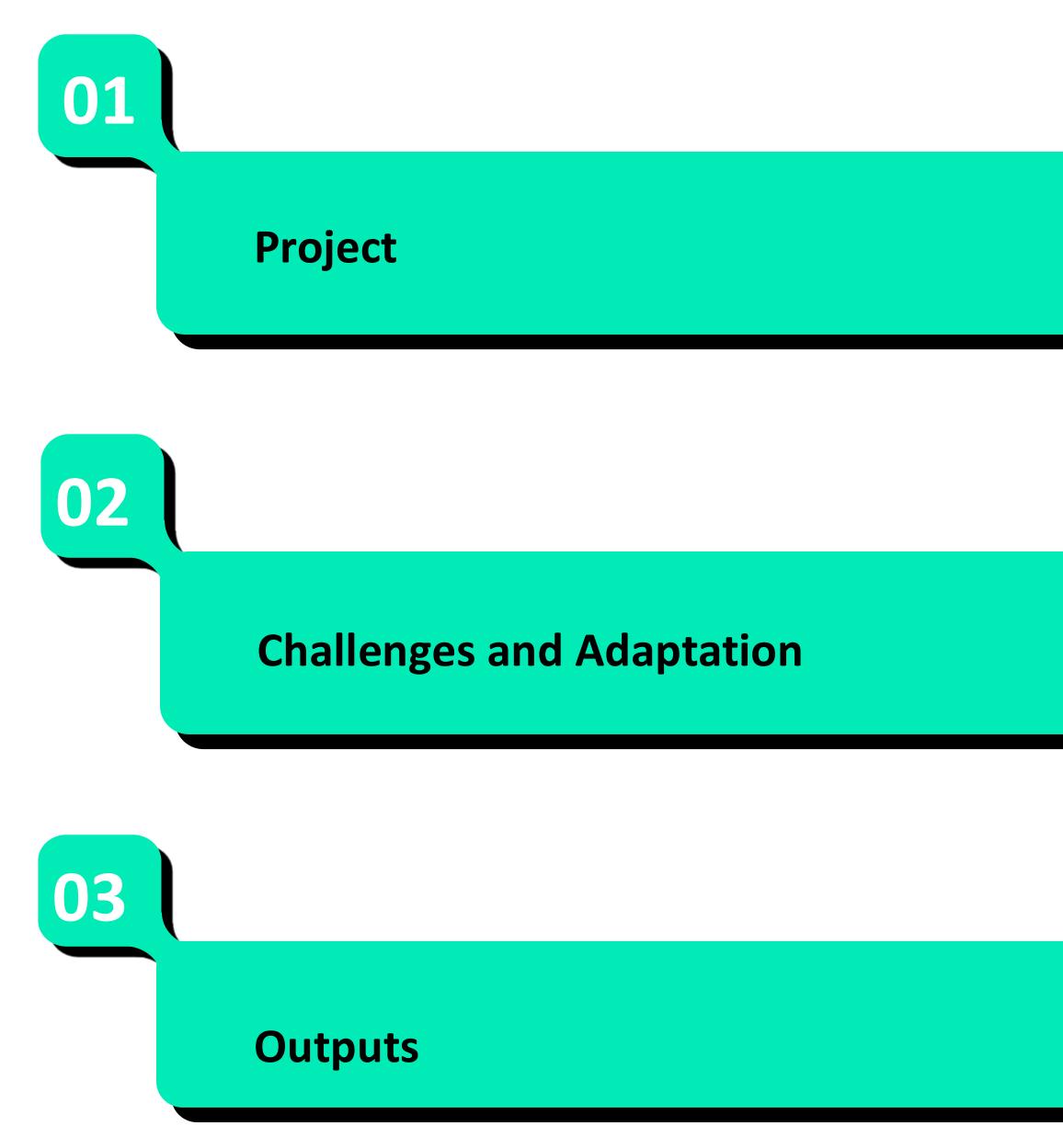
- Rubem Mota
- Technical Lead
- Full-Stack Developer
- Devops Enthusiastic
- Working on xgeeks for about 3 years
- Favorite Quote "Teach is learn for a second time"





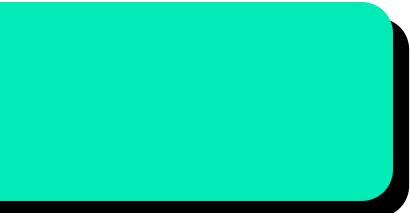








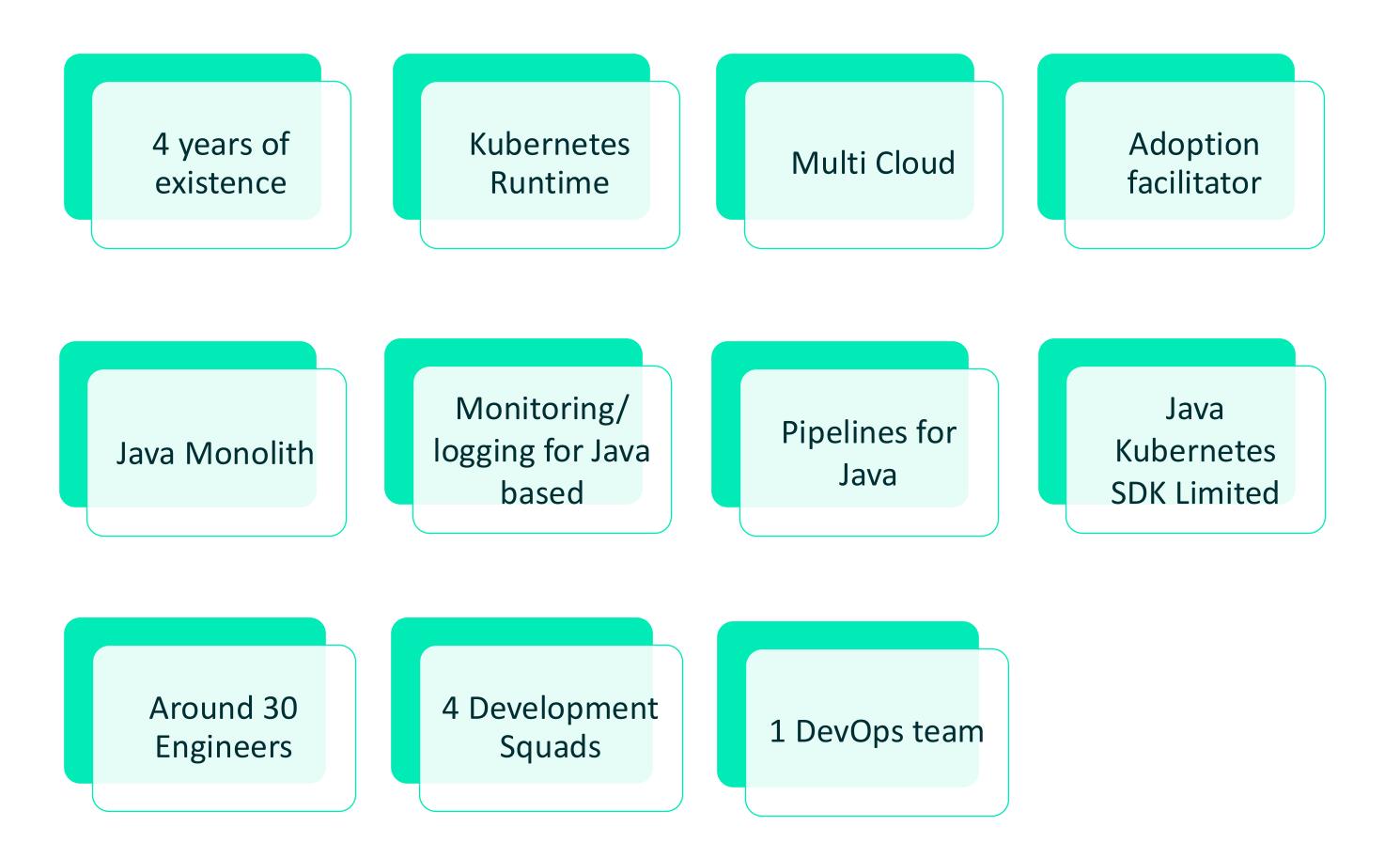








## **Project Context**









## **Change is coming**



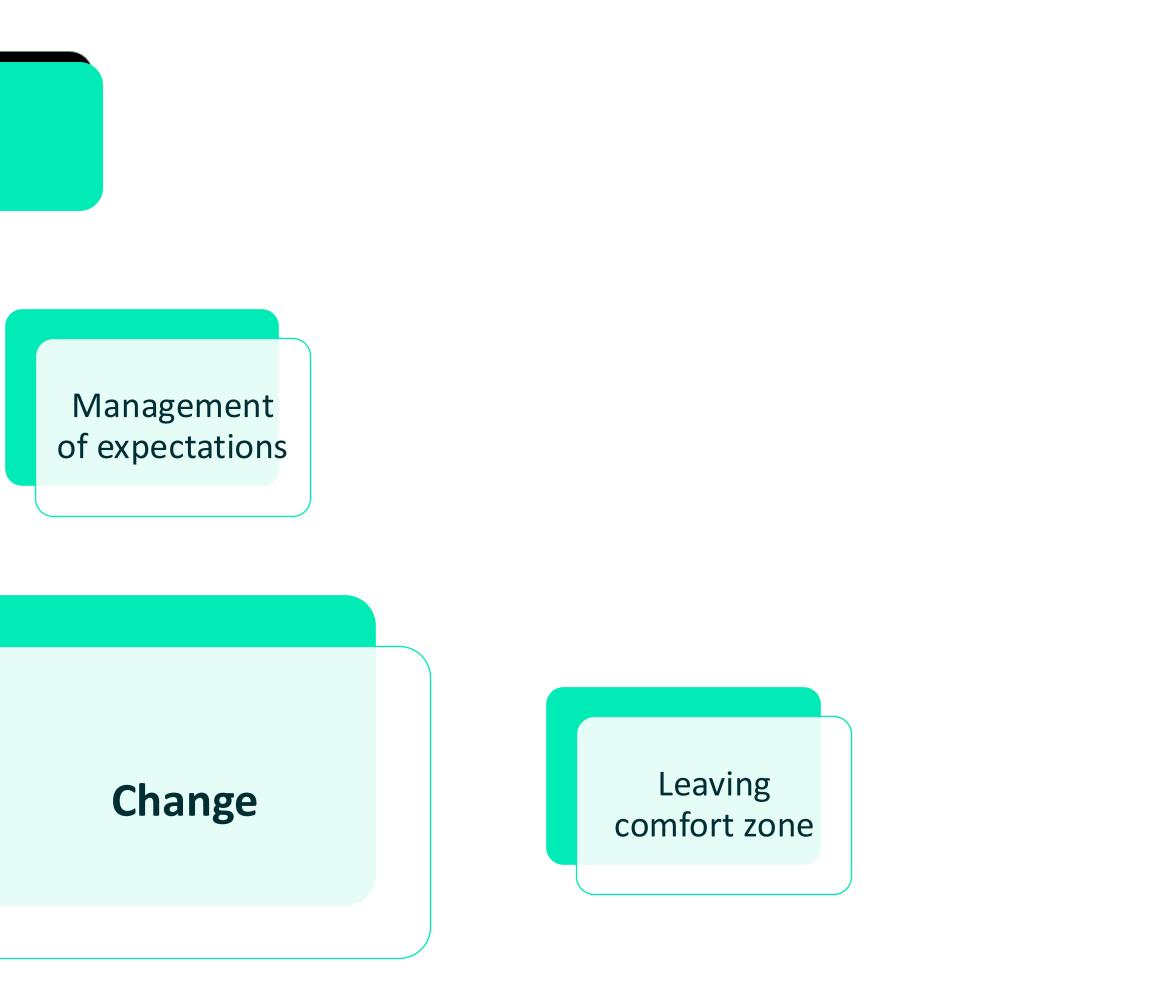


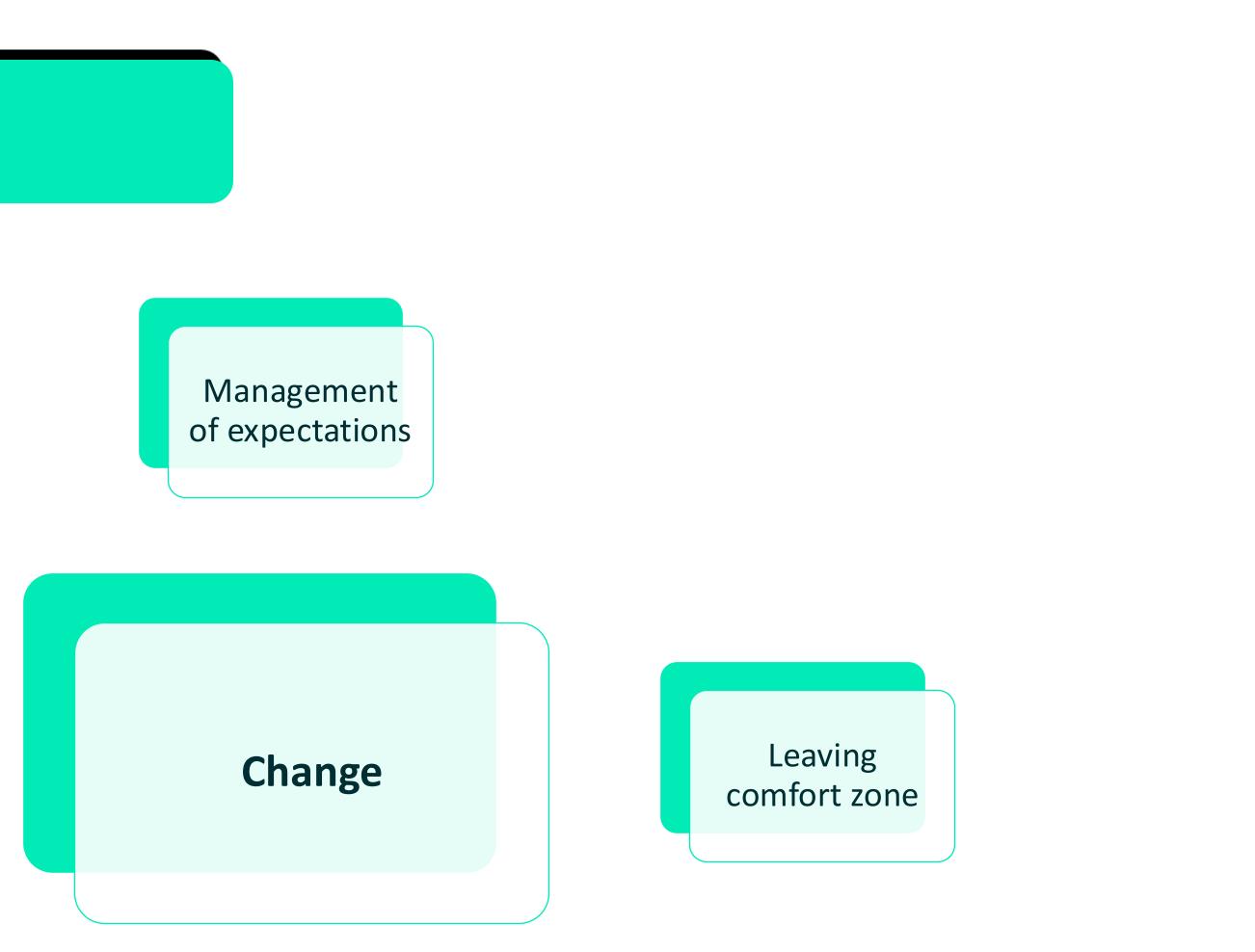




# Challenges

Team reorganization

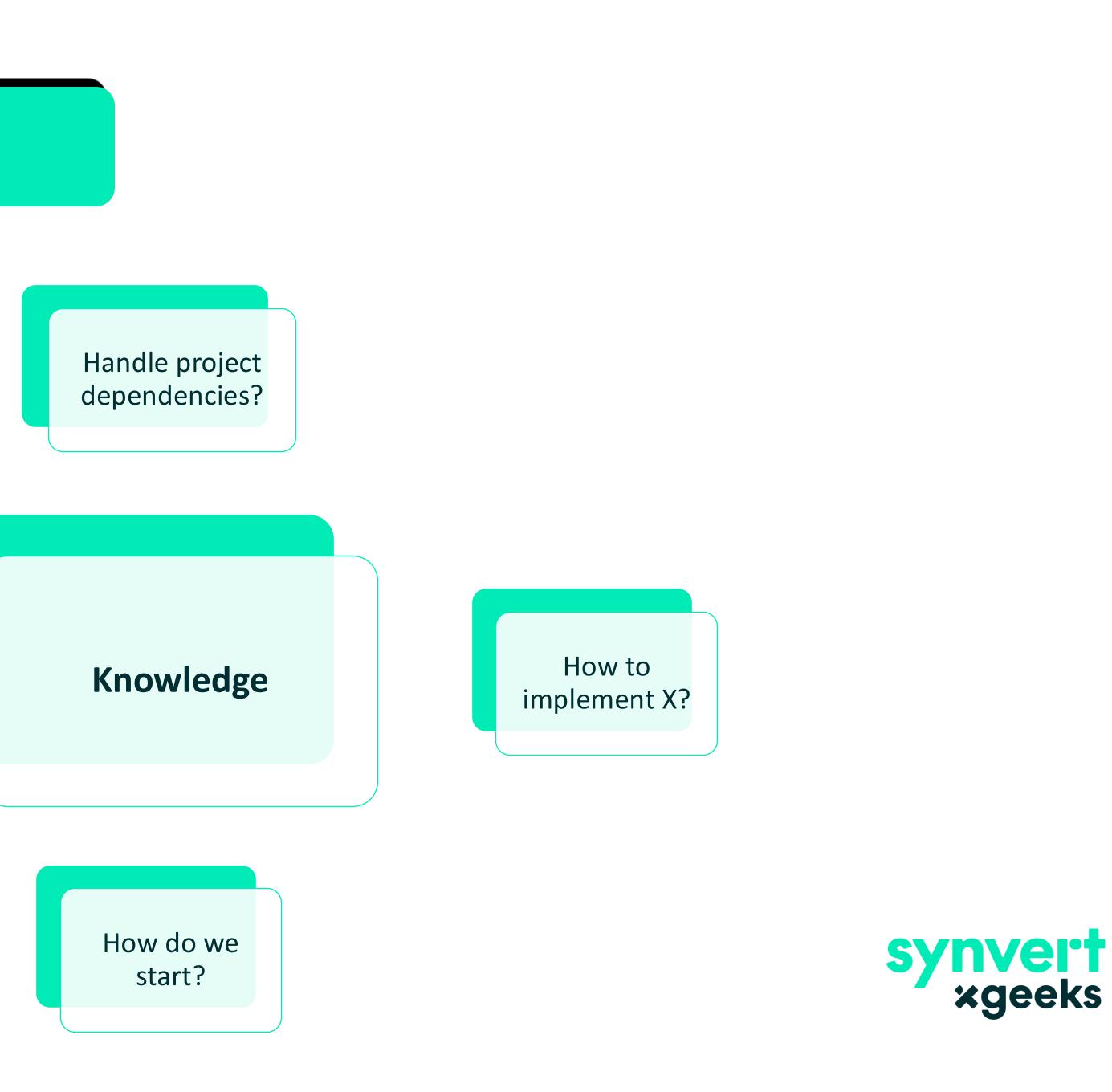






# Challenges

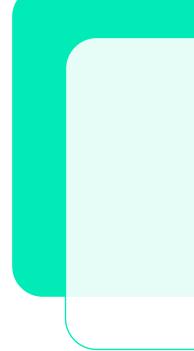
Which tools?

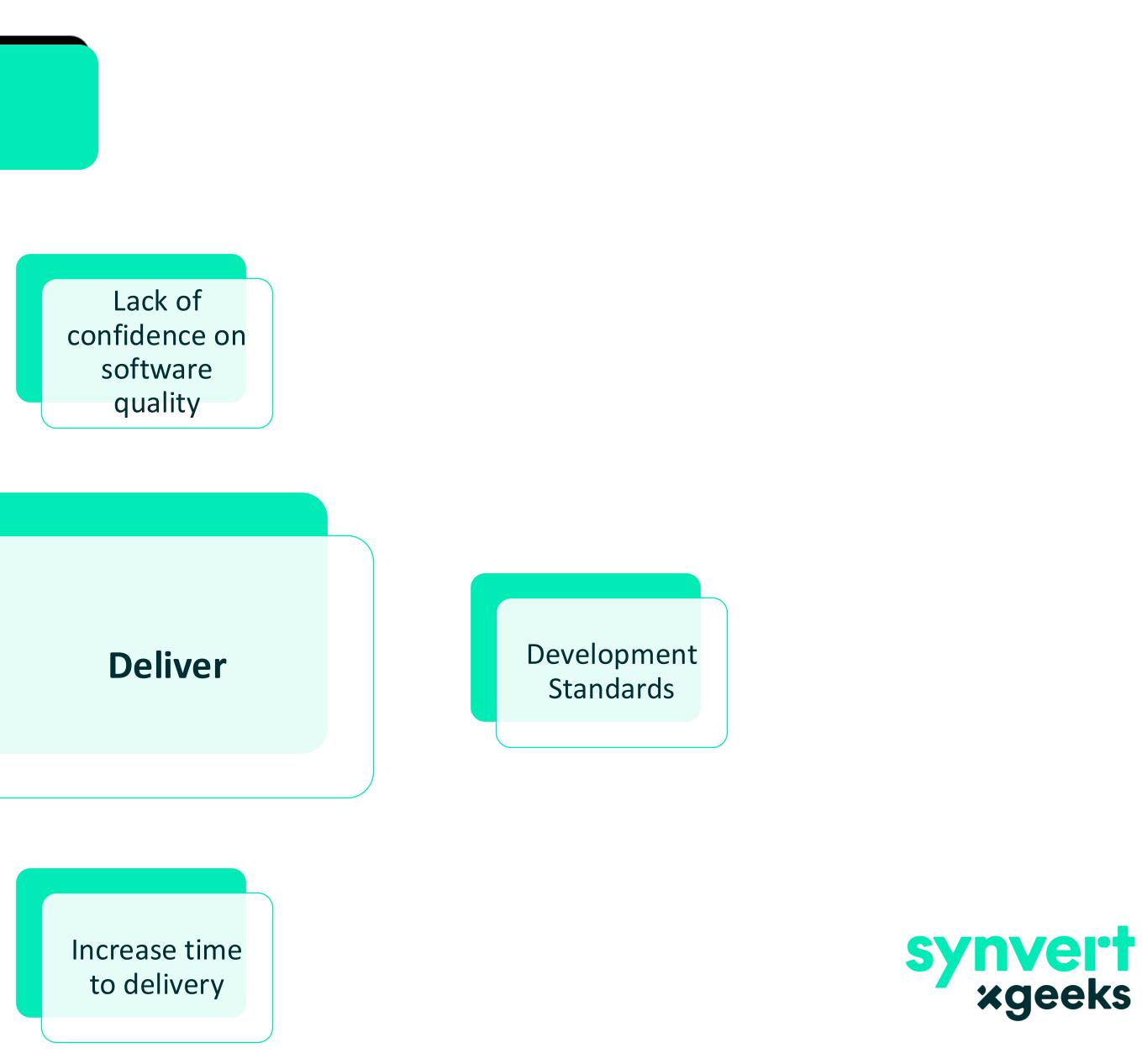




# Challenges

CI/CD Pipelines







# Handle the change









# Improve Knowledge

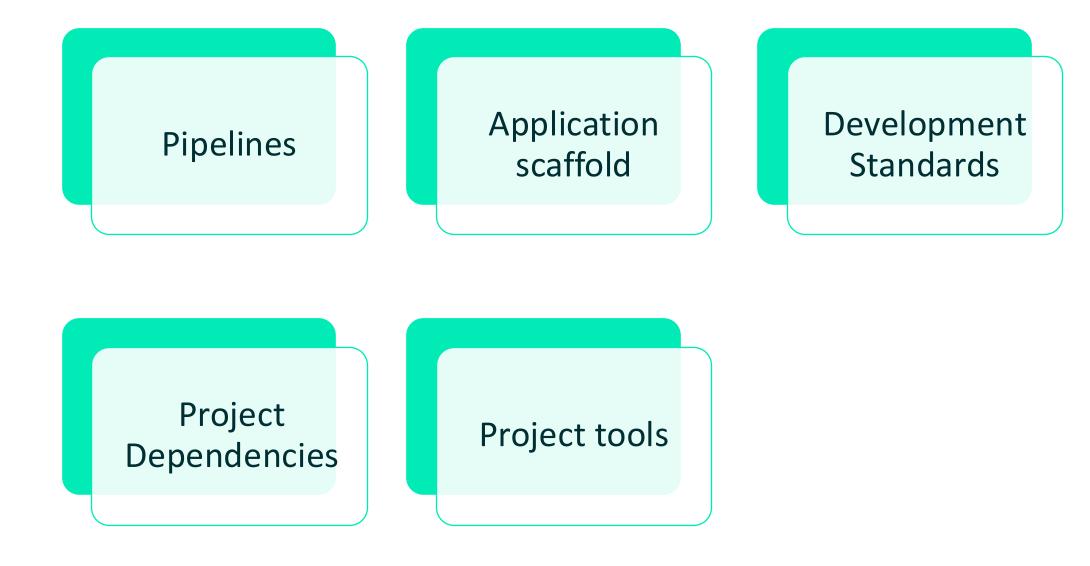








# **Deliver Faster and Better**











## **Outputs**

#### Change:

- Alignment with client internal teams
- Extended contribution outside the project itself lacksquare
- Mindset shift  $\bullet$

#### Knowledge:

- New tool set as a team and as developers
- Contribution to Kubernetes related open-source ulletprojects
- Improved know-how on kubernetes internals ullet





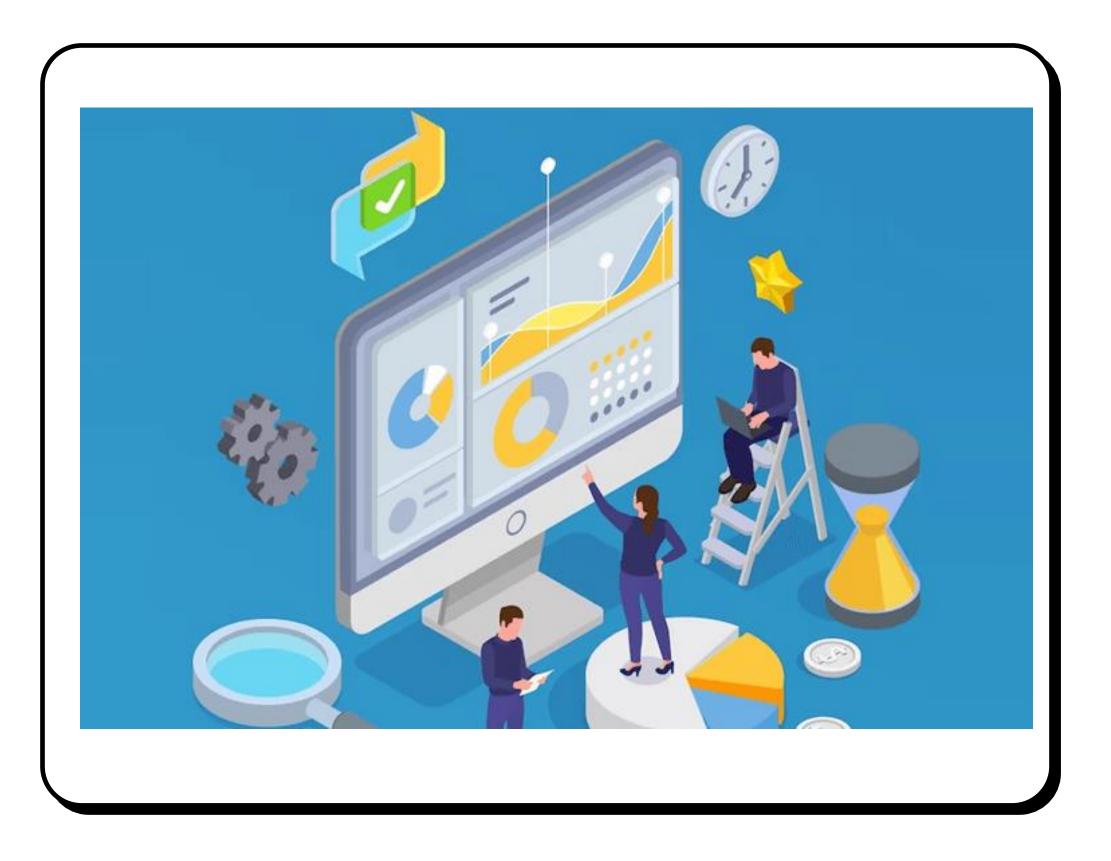


#### Outputs

#### **Deliver:**

- API Landscape changed
- 6 new Golang microservices
- 2 new Golang libraries
- Project templating and CI/CD prepared for Java/Golang applications
- Shrink legacy monolith
- Reduction of microservices footprint









Which approch you would take for this challenge?

#### xgeeks.com









