Serverless
Tactical Workshop & War Room

We've moved well beyond the need to prove that serverless architectures are ready for enterprise adoption. But even the most enthusiastic to adopt face challenges as experimentation leads to pitfalls, and new skillsets required to fully leverage serverless come to light. With multiple production deployments under our belt and years of experience designing, building and operationalizing serverless apps, Trek10 is well positioned to help enterprises accelerate their serverless journey and reach those "aha" moments.

A Day of Learning | A Day of Doing

Led by Trek10's Innovation Team, the goal of the Tactical Workshop is to familiarize your organization with the impact of serverless and identify how you can reap the benefits. Armed with that knowledge, we'll take the energy coming out of the Tactical Workshop, and get hands on building something that can drive new business features or services.

Day 1: Tactical Workshop

How can you best leverage serverless in your organization? Trek10 will cut through the noise, present what you need to know, and lead a guided workshop for a larger team. This is your time. All questions answered. No holding back.

Serverless Presentation (2 Hours)
For anyone (up to 50 people) that is interested learning about serverless or how teams may use it to participate. Relevant stakeholders and non-developer roles are welcome and encouraged to join!

- The "Serverless Way" of looking at software
- Common Serverless Architectures & Best Practices
- Real world case studies

Working Lunch (1 Hour)
Informal QA and/or bouncing ideas around.

Tactical Workshop (2 Hours)
For team members (up to 15 people) who have, at a minimum, some coding experience.

- We will send out a guide for anyone involved to ensure that their machine is ready to go and we waste no time on debugging development environment issues the day of.
- We provide a guided tour through configuring & provisioning, running & testing a serverless application *(We'll even provide the AWS accounts!)*.
- We get folks to the "aha" moment of serverless & encourage them to tinker with the app & make it their own.

Day 2: War Room

With a smaller team that is ready to get its hands dirty, we'll ride the momentum from the tactical workshop, and get as far as we can to designing and building out a proof of concept for a new feature or service. One day from idea to POC.

Architecting and Building a Proof of Concept
Working with key team members (up to 6 people), the goal at the end of the day is to have an API endpoint or two, or a process we can run, that demos a POC concept to be grown into an MVP.

- Your team brings a few ideas of new features or services that they want to build but haven't gotten around to.
- We go analyze the ideas together and figure out which has the highest business value and benefits the most from the serverless approach.
- After choosing an idea, we begin architecting the infrastructure required, identify any potential pitfalls, compile questions for external folks (do we need data? What services do we need to talk to?), and put together a task list of what needs to get done to have a successful POC.
- Once we have the questions answered and tasks list together, the rest of the day is executing on the POC. Our experts will step in and help drive where necessary to make sure we have a successful POC, but this is about your team learning, understanding, and implementing with serverless technologies while having access to folks that have been there and done that.

Post Workshop Report & Recommendations
We'll follow on with a summary of the results of the POC and next steps for your organization to take. The report ranges from 5-10 pages and is all about making sure everyone gets the value out of the two days and is empowered to take the next steps with serverless.