

Media Cloud and Microservice Architecture

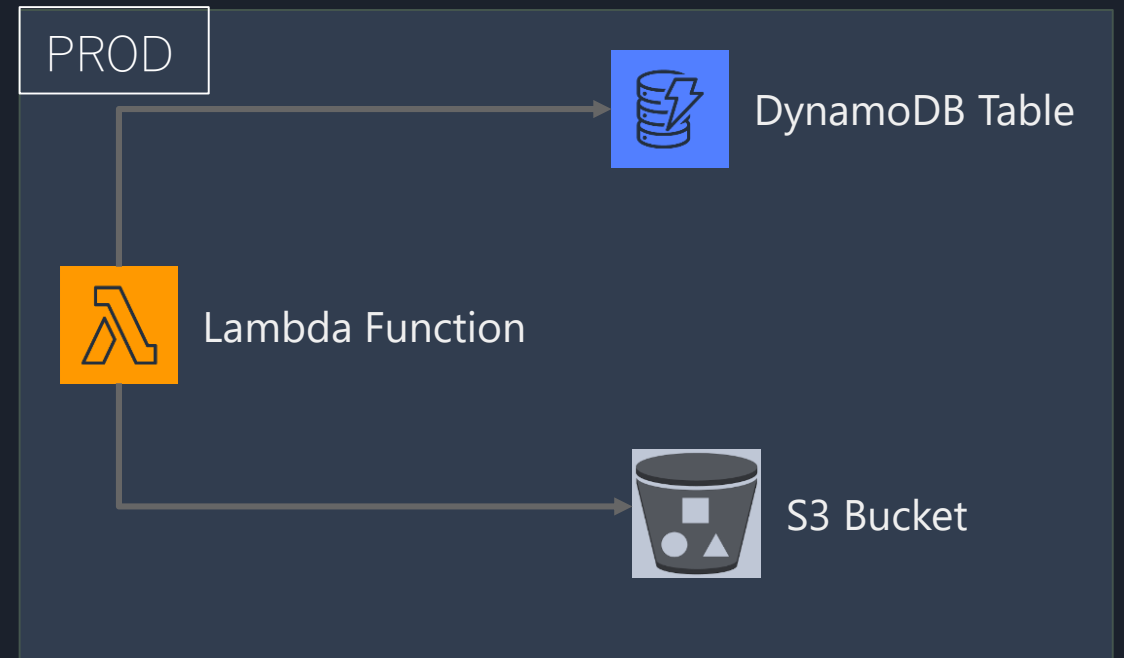
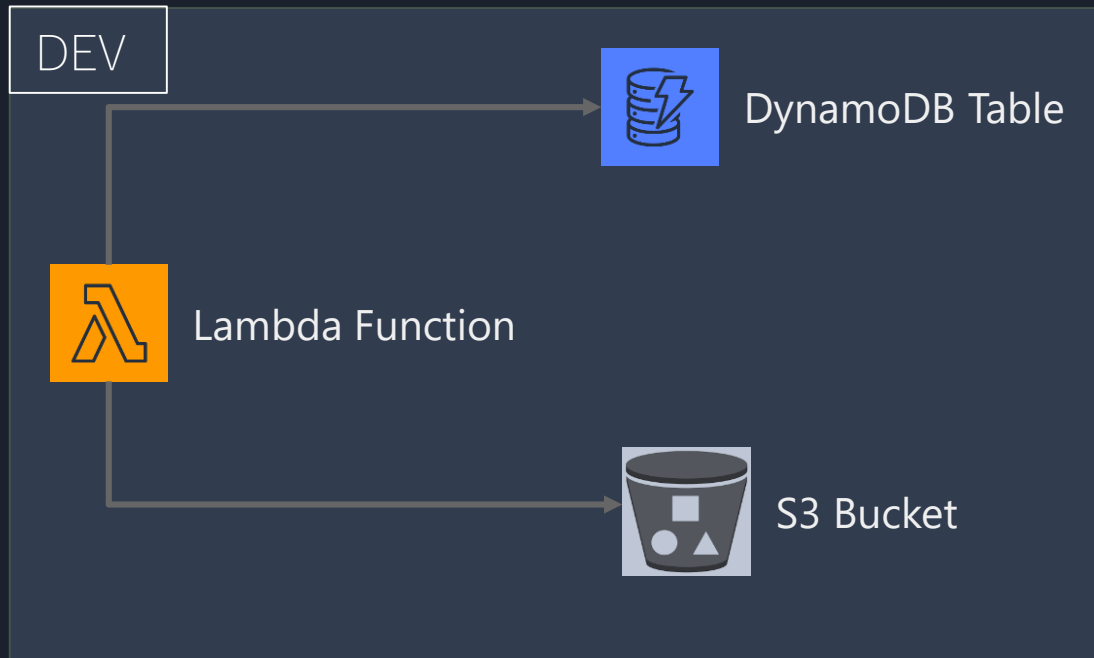
Moving from DEV to PROD

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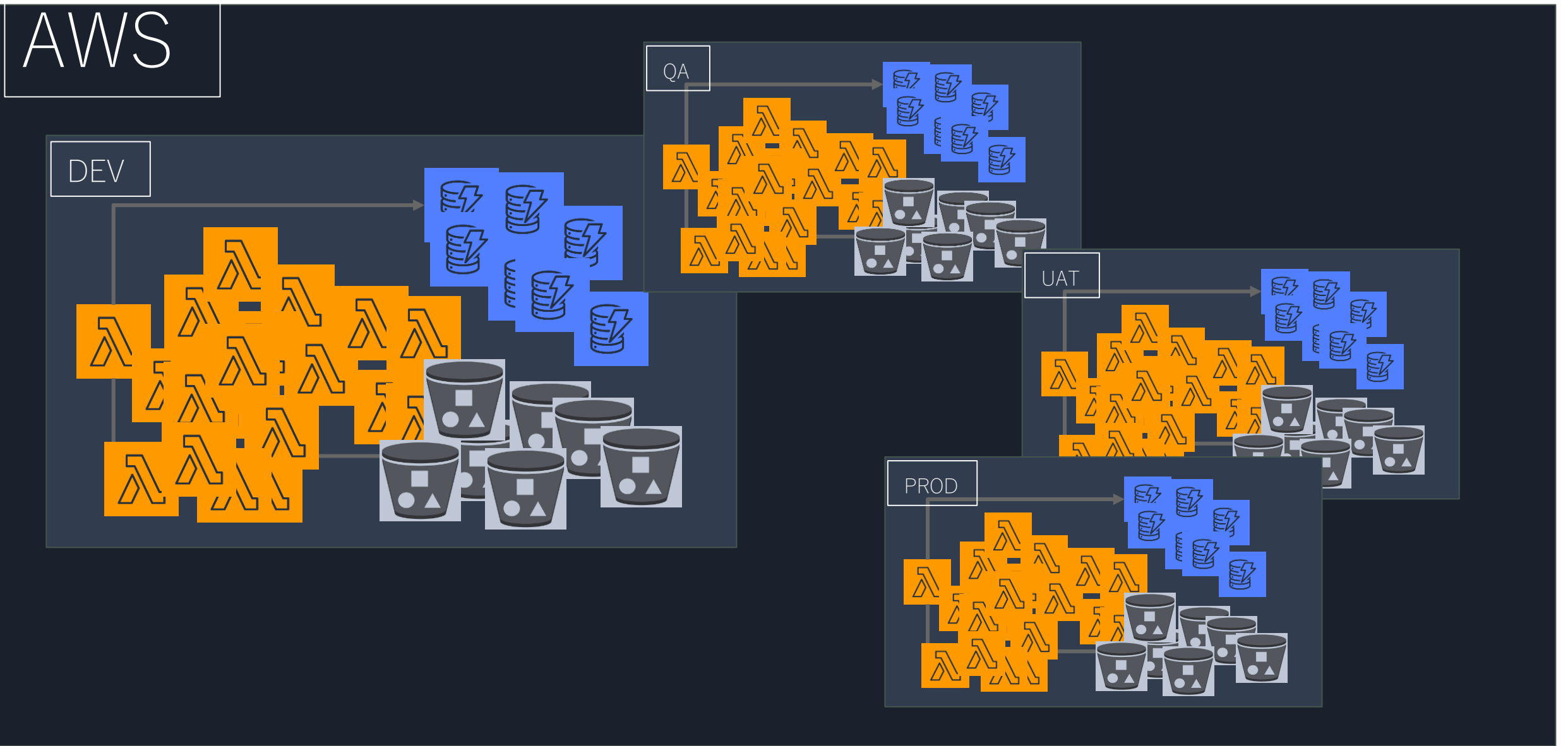
<https://tech.ebu.ch/groups/mcma>

How it started

AWS



Then



Too easy, makes it too hard.

- Easy to create cloud resources
- Easy to provision new services
- I can write thing the way I like
- I know how I configured my stuff

- Hard to manage and maintain a large number of resources
- Easy to keep provision new services
- Hard to achieve a consistent architecture between the components
- Hard to promote code across the different environments

Help, how not to create the kitchen sink?

- Provide a consistent way of gluing cloud resources together
- Need the ability to deploy a full environment with one click
- Want the capability to change code and to easily and quickly deploy it without breaking everything
- Want the ability to version environments
- Do not need to be a developer to deploy and configure an environment
- Want my own sandbox
- Provide same methodology to deploy infrastructure to multiple cloud providers

Our answer

Exposing problems and limitations thru painful experiences has produced thru an iterative process, a simple and flexible configuration and deployment pipeline.

Fact: full environment of 100s of resources can be packaged and deployed in less than 2 min