

BEING



REASONABLE

ABOUT SRE

by **Vítek Urbanec**
SRE @ Unity
Technologies
Helsinki, Finland

- BHW_RTX*
 - BHW_SB_EXT_INT
 - Ground
 - Timelines: L5
 - Cameras: L5
 - Lights: L5
 - Area Light
 - Area Light (1)
 - Area Light Wall
 - Area Light TOP 1
 - Area Light TOP 2
 - Area Light SIDE
 - Area Light (4)
 - Geometry: L5
 - VideoPlayer
 - Raytracing Environment
 - Cameras and Timelines
 - Camera: 59.94
 - Camera: 29.97
 - MASTER TIME LINE -----
 - Shot: 001_005
 - Shot: 002_011
 - Shot: 007_002
 - Shot: 005_010
 - Shot: 005_010.camA
 - Shot: 005_010.camB
 - Shot: 005_010.Timeline
 - Shot: 003_004
 - Shot: 002_015
 - Shot: 003_003
 - Shot: 003_000A
 - Shot: 005_000B.camA
 - Shot: 005_000B.camB
 - Shot: 005_000B.Timeline
 - Shot: 005_013
 - Lighting: BHW
 - Lighting Shot: 002_011
 - Lighting Shot: 005_013
 - Area Light TOP
 - Area Light LEFT
 - Area Light FRONT
 - Volume: 005_013 Environment
 - Volume: 005_013 PostProcessing
 - Mur_back
 - Mur_right
 - Mur_left
 - Frame
 - Mur_back (1)
 - Area Light
 - Area Light (1)
 - Area Light (2)
 - Area Light (3)
 - Area Light (4)
 - Area Light (5)
 - Area Light (6)
 - Area Light (7)
 - Area Light LEFT (1)
 - Other



Area Light TOP
Tag: Untagged

Transform
Position
Rotation
Scale

Light
General
Type
Node

Shape
Size X
Size Y

Emission
Color Temperature
Filter
Temperature
Intensity
Range
Indirect Multiplier

Realtime indirect bounce shadowing is not supported

Cookie

Volumetrics
Enable
Dimmer
Shadow Dimmer

Shadows
Shadow Map
Enable
Use Ray traced shadows

HD Additional Light Data (Script)

Additional Shadow Data (Script)

Console

Project: Timeline

Timeline Shot: 9 (Shot 005_013 Timeline)

0 10 20 30 40 50 60 70 80 90 100 110 120

Camera: 59.94 (Cl...)

Shot...

Vítek Urbanec

- **Ex SAN/NAS storage person**
- Done solutions architecture so others don't have to
- **Automated myself out of a job once**
- Love data & talking to people
- Play deathy & thrashy guitar
- also DOOM]]



So,
what's in my opinion
unreasonable

about **SRE** in

corporations?



OPS RENAMED TO SRE
EXPECT DELAYS

W 94th St

9304

Seriously though, ...

**Checkbox and buzzword
driven adoption**

“Google is doing it, we’re doing it!”

“Ops don’t scale”

Look, a manual!

*“Google people published a book
how to do it!”*

Completely ignoring the facts...

- They already have some form of SRE
- Shifting from Ops to SRE needs time & effort
- There's nothing wrong with Ops

Technically, renaming Ops to SRE gives...

Same team

Same skills

Same culture

Cooler name

Higher expectations



What **{probably}** makes it tough:

SREs need to level-up softskills

SREs need to understand app devel


SRE thrives in “special” culture

Welcome to the SRE hell

No connection with devs

Science fair projects

Not feeling useful

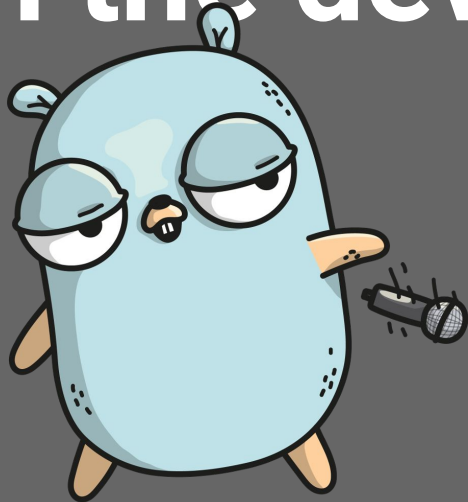


I'm the SRE devil
...boo.



Want to fix the mess?

Go and join the devs!



Want to be reasonable as a SRE?

Learn and get educated

Build inclusive attitude

Treat tooling as a product

Look for value to provide,
not a box to fit into



RELIABILITY

IS ABOUT

MOTIVATION