



Modernizing an Enterprise Ray Krueger



Conference: May 24th-25th / Workshops: 23th-26th

Ray Krueger

Chief Architect Hyatt Hotels and Resorts

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Chief **Technology** Architect Hyatt Hotels and Resorts

About Hyatt

- Formed in 1957
- Over 90,000 employees
- Corporate Headquarters here in Chicago
- 652 properties in 53 countries
- 12 Brands
- #47 Fortune 100 Best Companies to Work For
- #49 Forbes America's Best Employers

Chief Architect

What the hell is that?

A Secret



Where are we coming from?

Technology as a cost center



So Many Datacenters

Work Harder not Smarter

Several Monoliths

No Real Standards

Where are we now?



Datacenter Consolidation

Technology as a Differentiator

Open Source First

Vendors where necessary

Standards as Source Code

Adopt an IETF style RFC Process

AUTOMATION

CAPSLOCK

Rundeck

The first domino

Ansible

Jenkins

Testing









Containers Everywhere?

No. Not yet.

Why Docker?

HYPE TRAIN WOO WOO

Static Binary

Common Build and Packaging

In order to get here



You have to start here



..and here



..and here



A better analogy?


Infrastructure Concerns

Logging, Monitoring, Persistence, even Operating Systems

Empowering Operations

How containers get to production



Frameworks

API Gateway

Netflix Zuul

Bellhop

HYATT' BELLHOP

UX Design System 🛛 🛛

FOUNDATIONS	Bellhop is Hyatt.com's internal design system. This includes the global styling and interactions patterns used on Hyatt.com. This system also supports customizations
PATTERNS	for each of the Hyatt brands and for our umbrella Master Brand.
ELEMENTS	This is not a static system. Rather, it is a living, learning system. By driving this
UTILITIES	system off of the same code used in our production web applications, any changes can be rolled out across the site quickly and be reflected here immediately. No
MODULES	waiting for updates and no need to keep multiple copies in sync.
STANDARDS	By using a shared style and pattern library, we can:
RESOURCES	Build pages and systems quickly. Focusing on new features, instead of repeating the same basic styling.
	Offer our users a consistent User Experience, instead of encountering slightly different looks and patterns with each section or page.
	Begin to reuse and repurpose code and ideas across the entire site, instead of spending time reinventing the same wheel.
	Credits
	Our pattern and style library is influenced by the work of:
	Rizzo by Lonely Planet
	MailChimp's Pattern Library
	Github's Primer

Pattern Lab

Code

Source code for all the patterns, styles and documentation can be found in Bitbucket. Pull requests are welcome and encouraged.

Bellhop

HYATT' BELLHOP UX Design System XL FOUNDATIONS **BUTTONS** PATTERNS СТА ELEMENTS Primary button for submissions. Buttons Calendar SIGN IN Checkboxes Copy Dividers <button type="submit" class="button">Sign In</button> Headings Links Lists SHOP CTA Messaging Primary and secondary buttons for transactions. Navigation Radio Buttons **BOOK NOW** Select Lists Stepper Tables <button type="submit" class="button-shop">Book Now</button> Text Inputs

Sparkplug

Service Framework

Service Oriented Architecture

Microservices

Nanoservices

Picoservices

Sparkplug

Service Framework

Minibar

Web Framework

Where are we going?



Legacy Systems

MOAR Experiments

MOAR Data



Event Driven Architecture







Let us know think Let us know



pease Remember to rate this session Thank you!



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