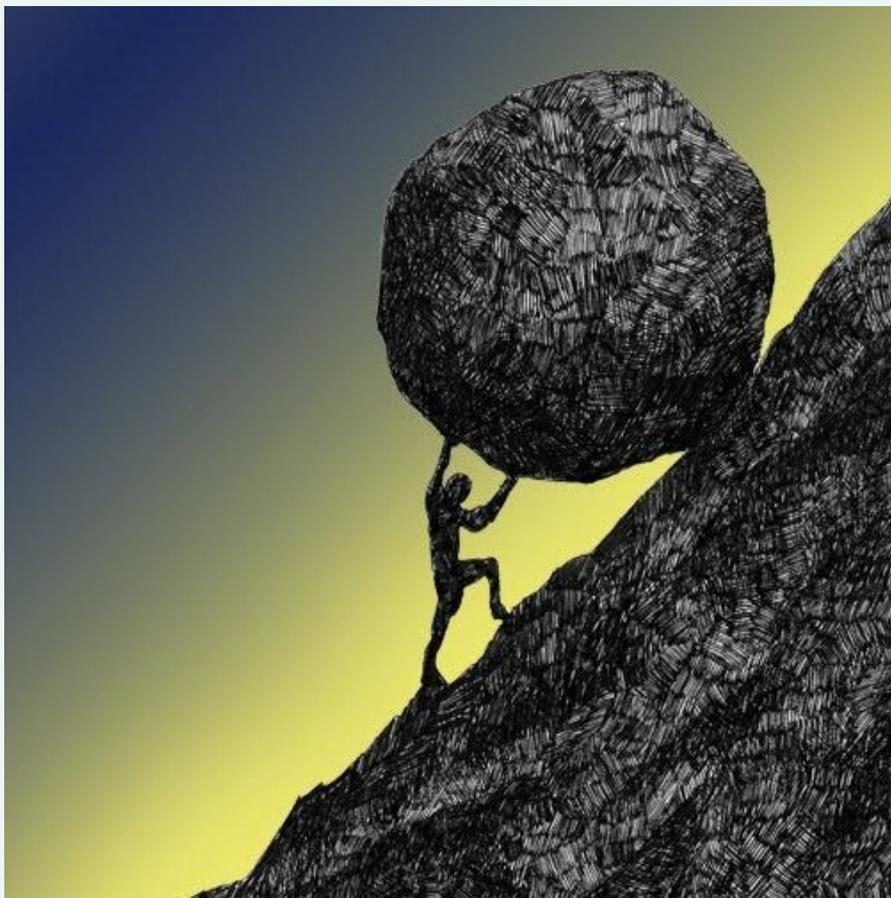
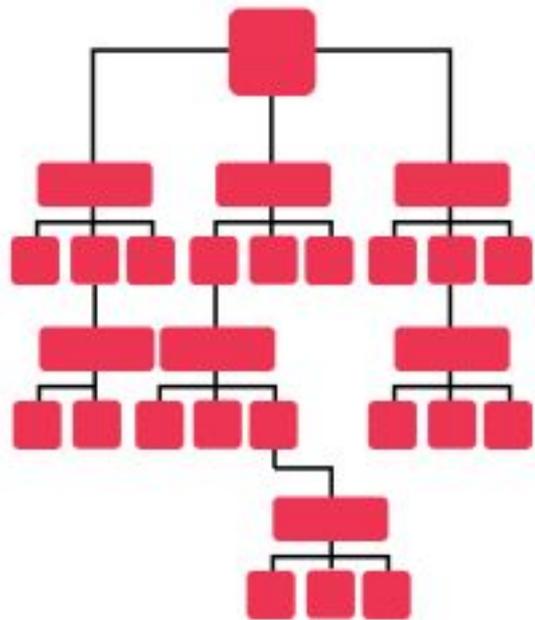


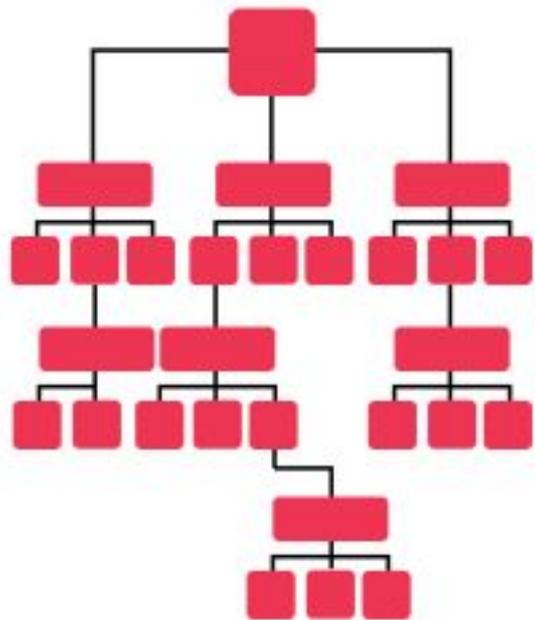


# Understanding organization structure tradeoffs

Adam Berman, Director of Product Engineering @ Semgrep







1. Conway's law
2. Examples of team structures
3. Trade-offs
4. A practical exercise

1. Conway's law
2. Examples of team structures
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# Hi, I'm Adam Berman

Director of Product Engineering  
@ Semgrep

Previously at Meraki

Background in philosophy



1. **Conway's law**
2. Examples of team structures
3. Trade-offs
4. A practical exercise

*“You will ship your org chart”*

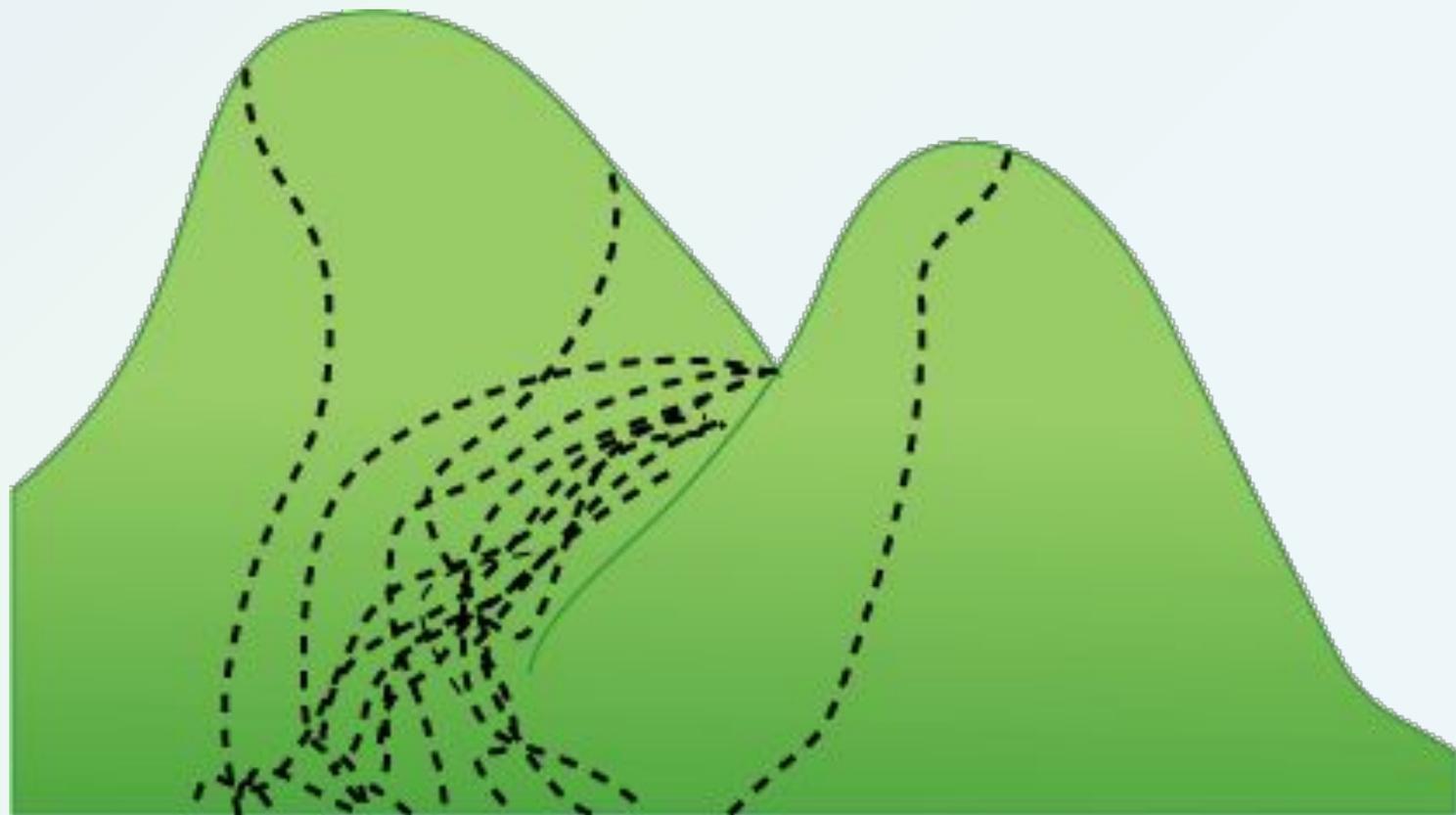
~~*“You will ship your org chart”*~~

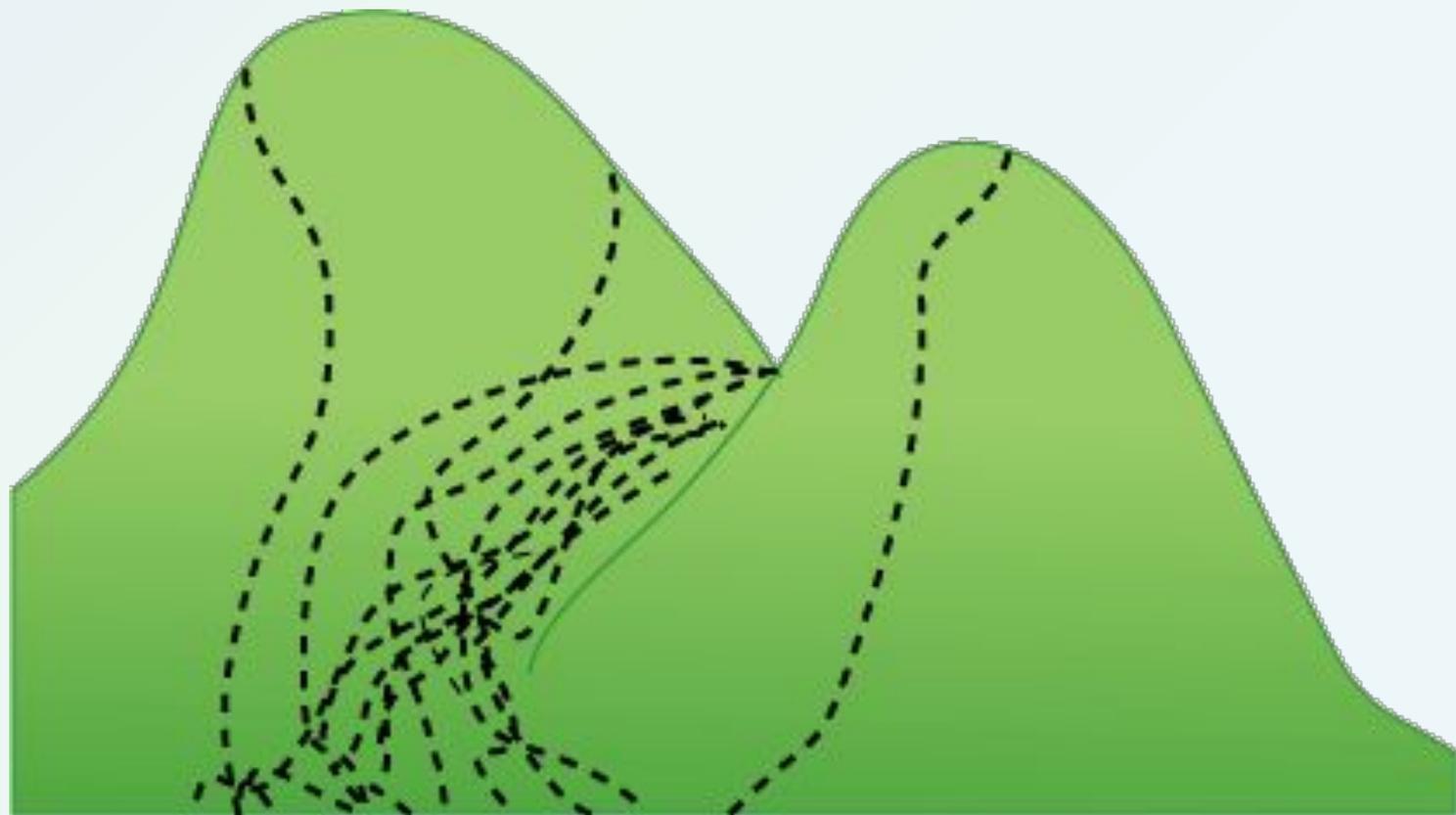
~~*“You will ship your org chart”*~~

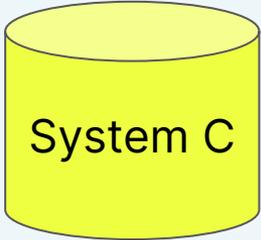
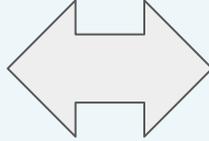
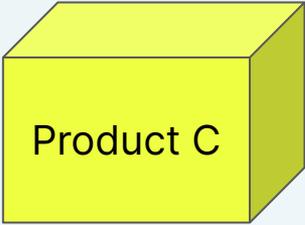
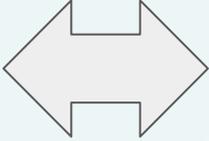
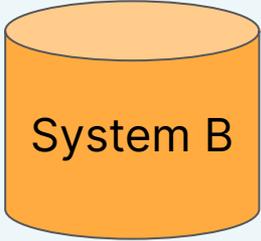
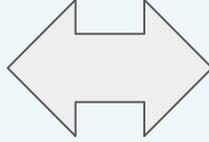
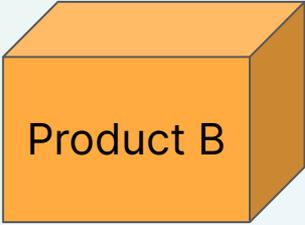
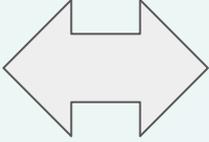
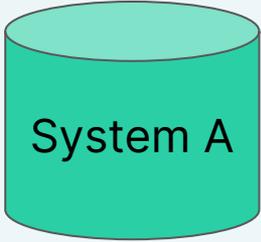
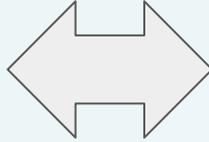
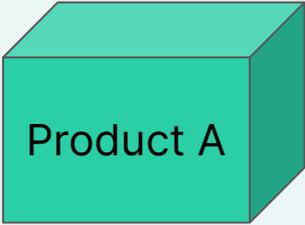
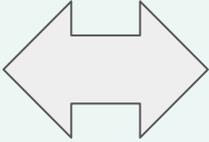
*“An organization that designs a system  
(defined broadly) will produce a design  
whose structure is a copy of the  
organization’s communication structure”*

~~*“You will ship your org chart”*~~

*“An organization that designs a system  
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**organization’s communication structure”***







Network-wide

Security & SD-WAN

Switch

Wireless

Systems Manager

 Dashboard

 Projects

 Code 1.3K

 Secrets 13

 Supply Chain 254

 Rules >

Network-wide

Security & SD-WAN

Switch

Wireless

Systems Manager



Dashboard



Projects



Code

1.3K



Secrets

13



Supply Chain

254



Rules



A close-up shot of Taylor Swift in a dark, moody environment. She is looking directly at the camera with a surprised or intense expression, her mouth slightly open. Her hair is light-colored and styled. Behind her, a large, dark shadow of her head and shoulders is cast against a lighter, textured background. The lighting is dramatic, highlighting her face and the texture of her hair.

It's me

1. Conway's law
2. **Examples of team structures**
3. Trade-offs
4. A practical exercise

Functional

Divisional

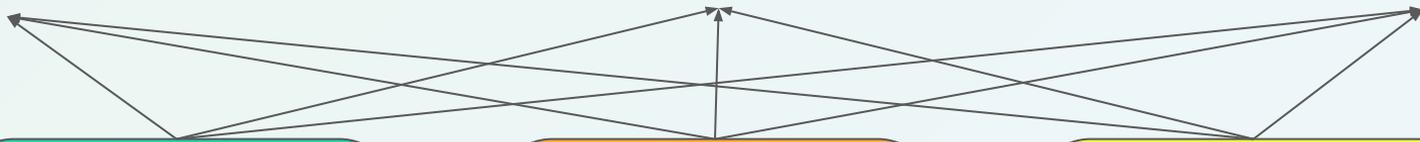
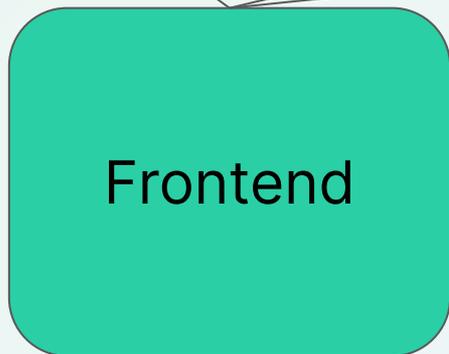
**Functional**

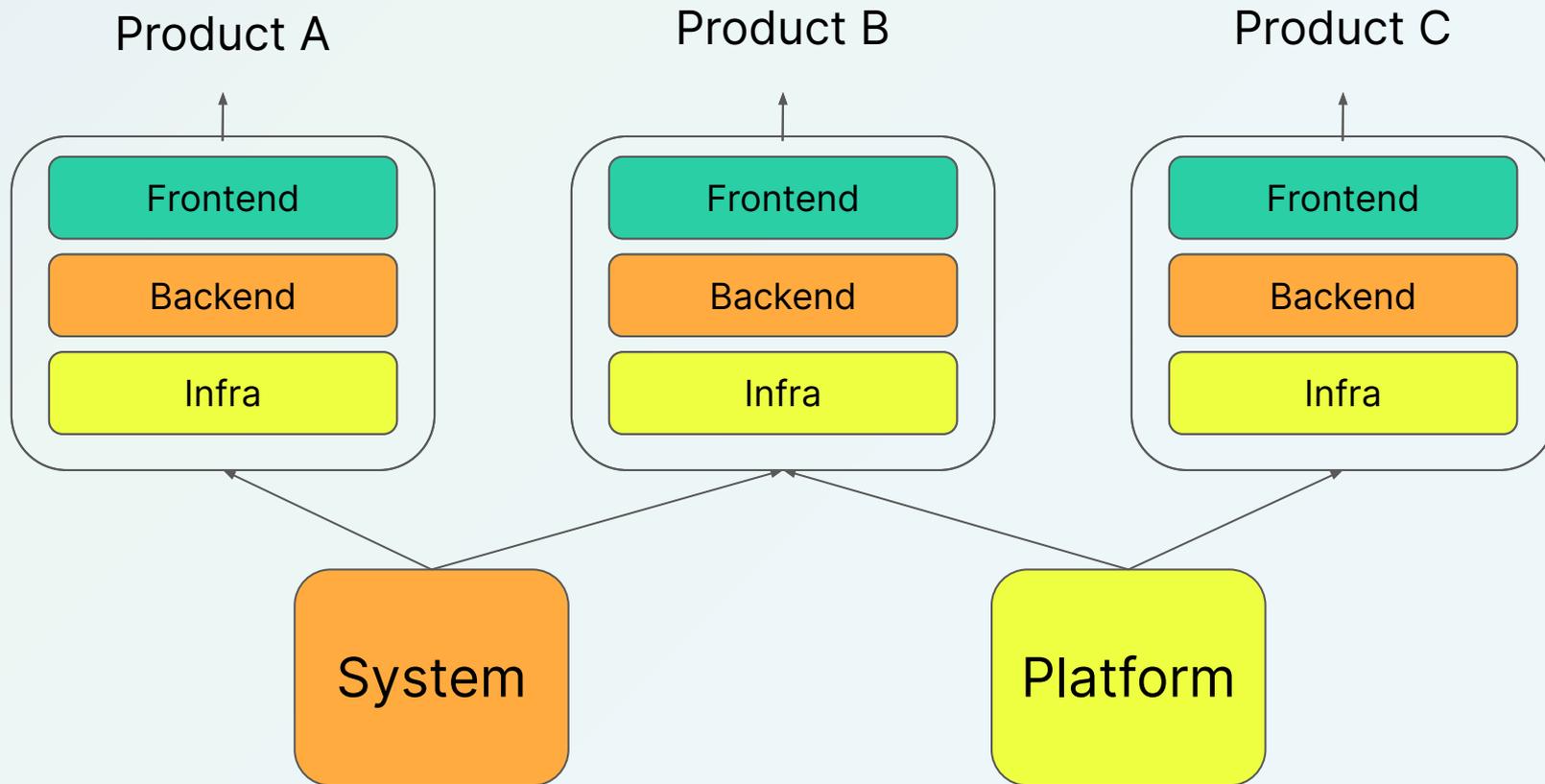
Divisional

Product A

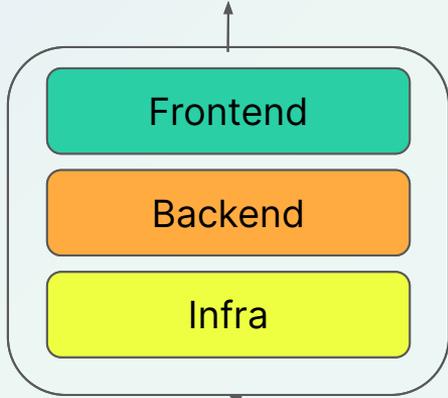
Product B

Product C

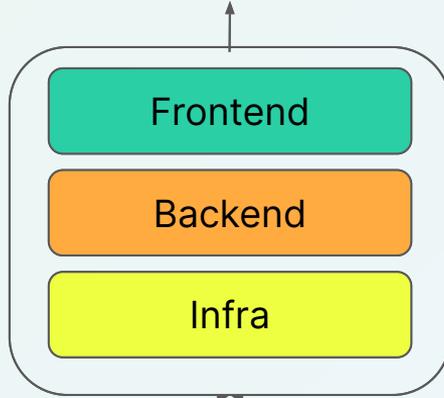




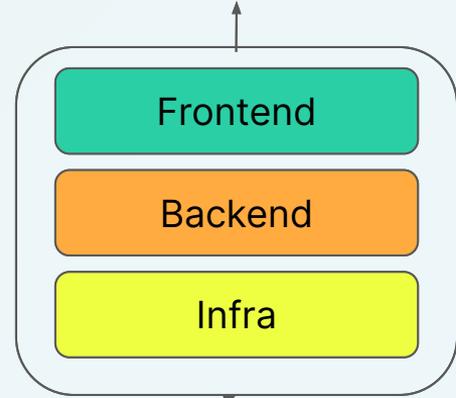
Product A



Product B

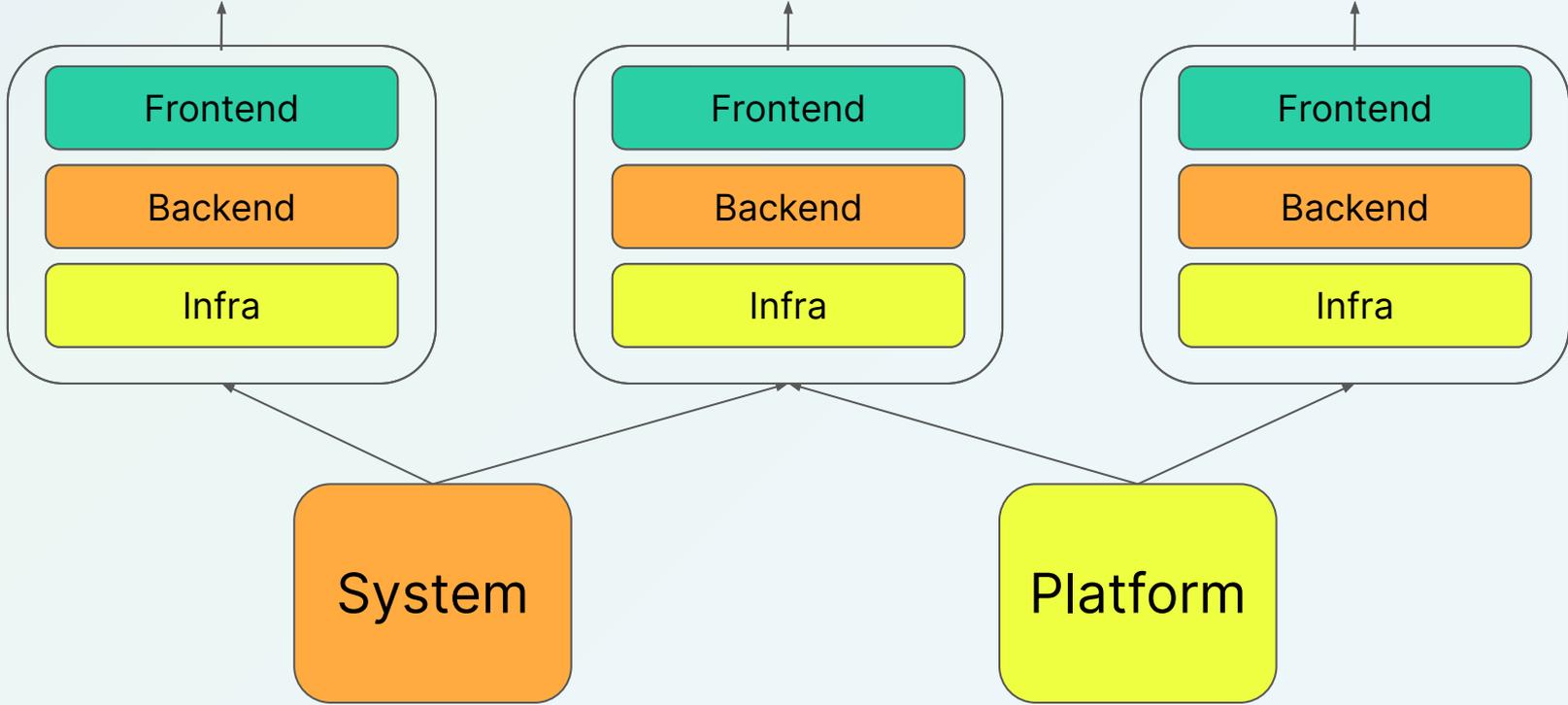


Product C

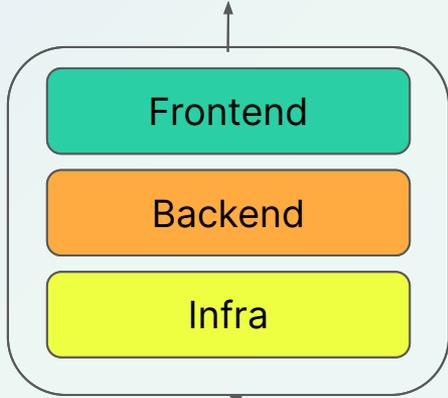


System

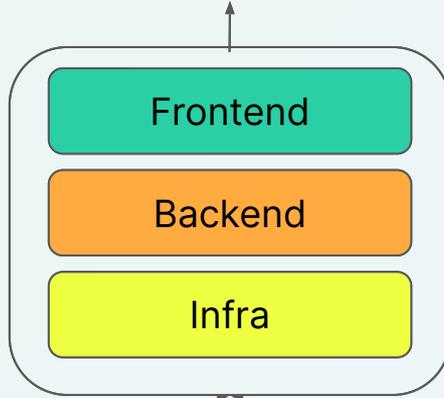
Platform



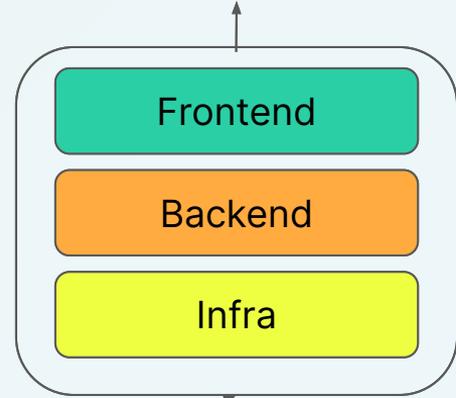
Product A



Product B

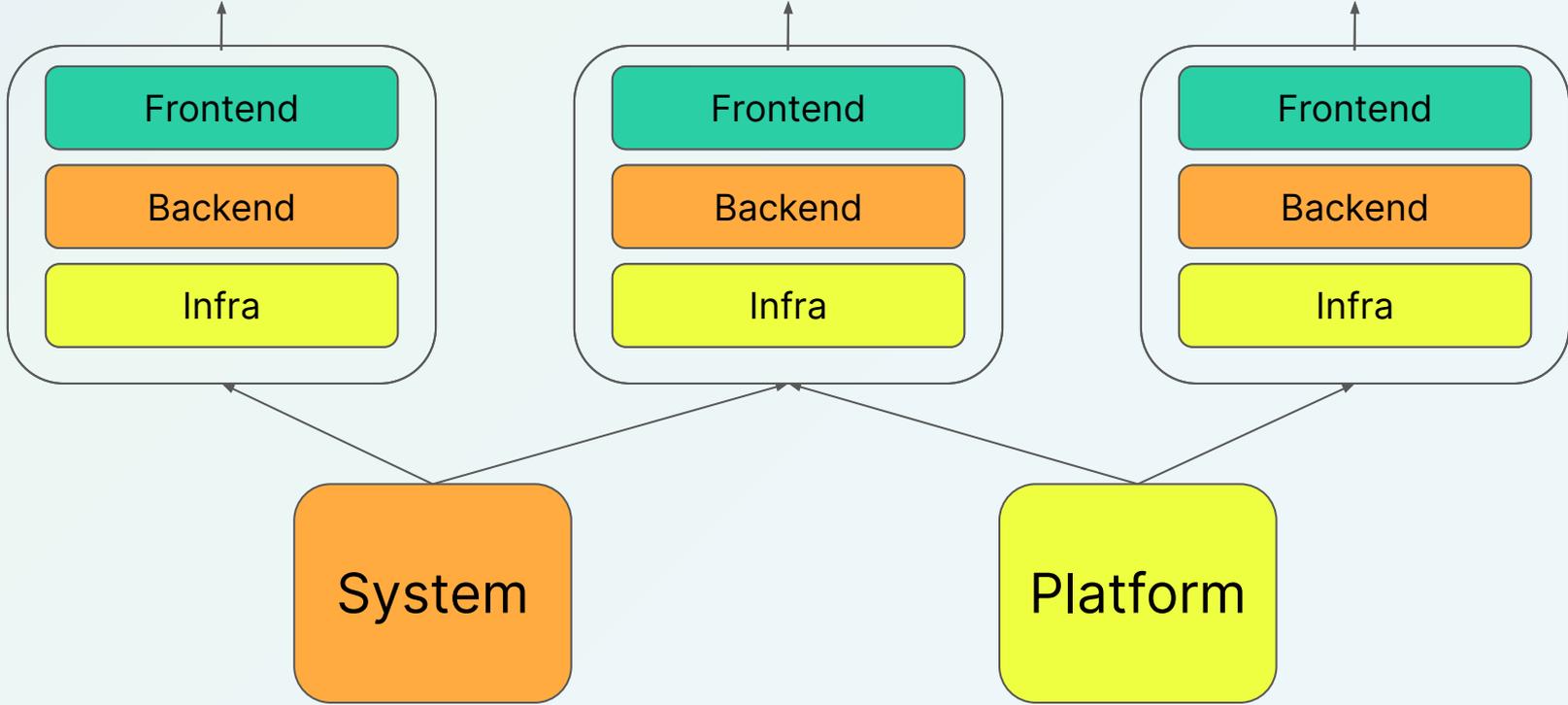


Product C



System

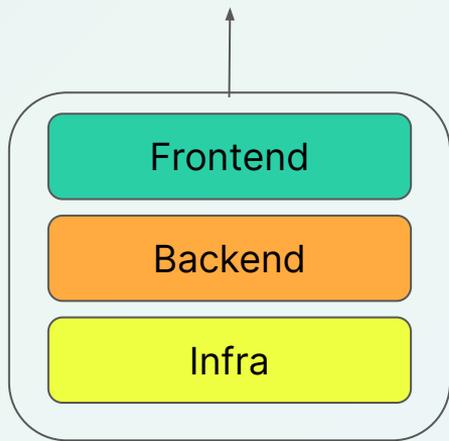
Platform



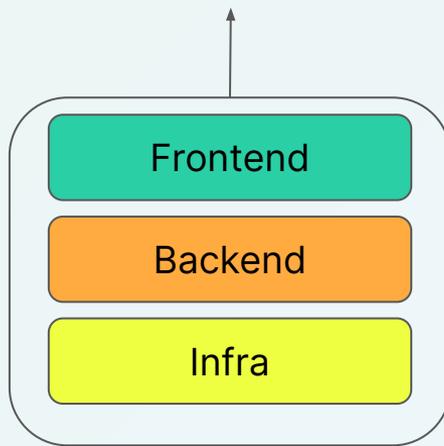
Functional

**Divisional**

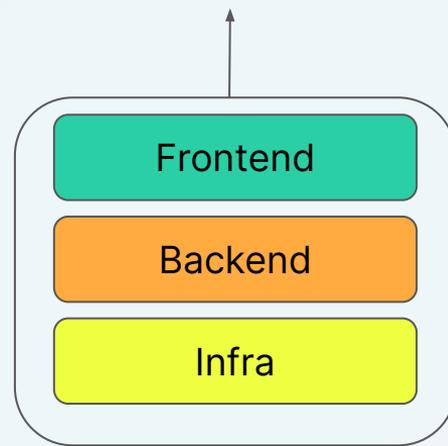
Product A



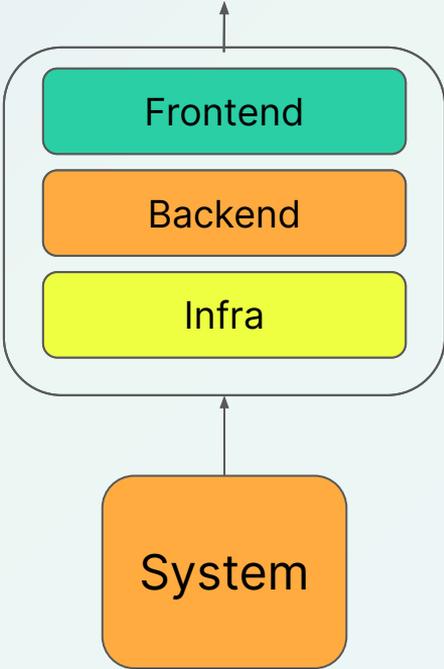
Product B



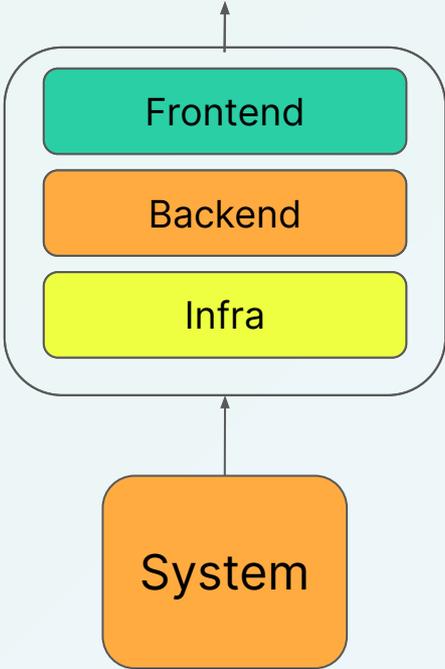
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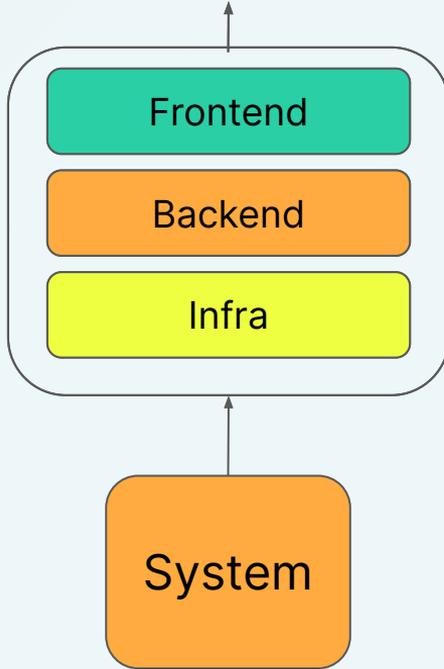
Product A

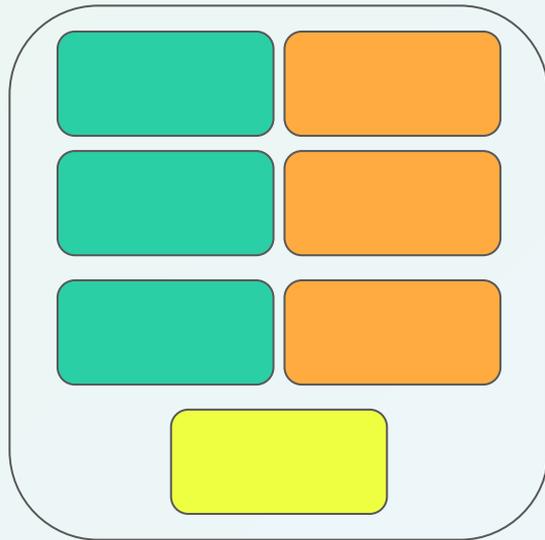


Product B



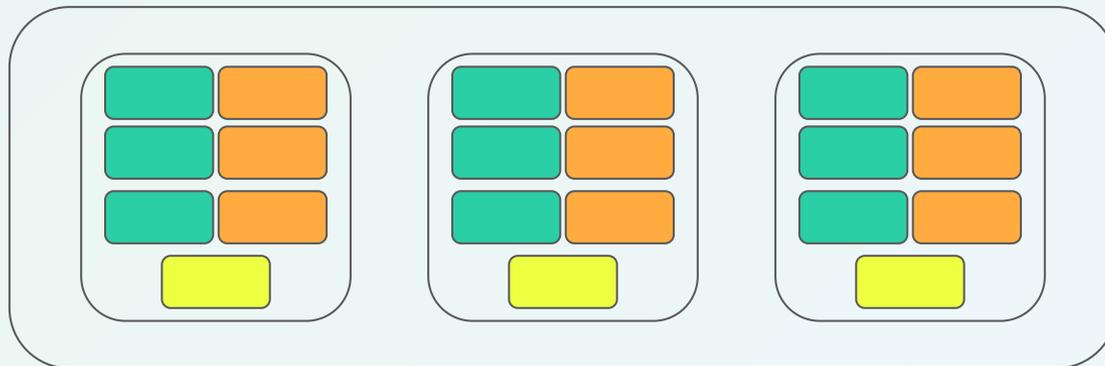
Product C



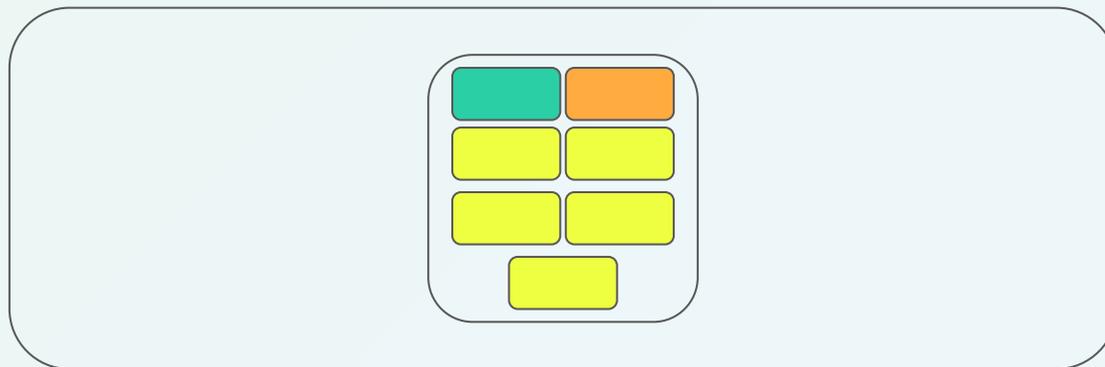


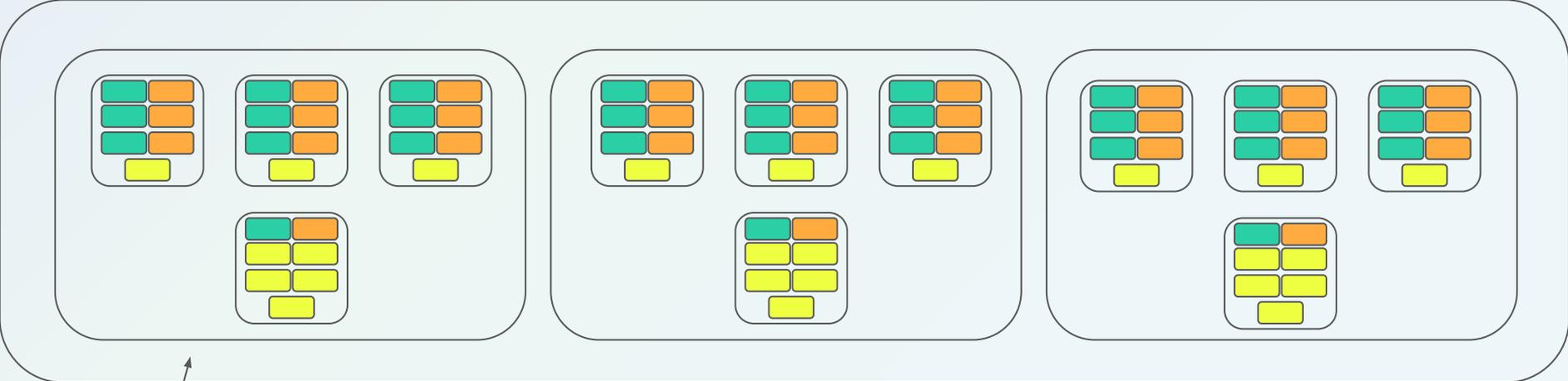
Product A

Products



Platform





Products, each with platform team

Core platform

1. Conway's law
2. Examples of team structures
3. **Trade-offs**
4. A practical exercise

# Cognitive load Structure

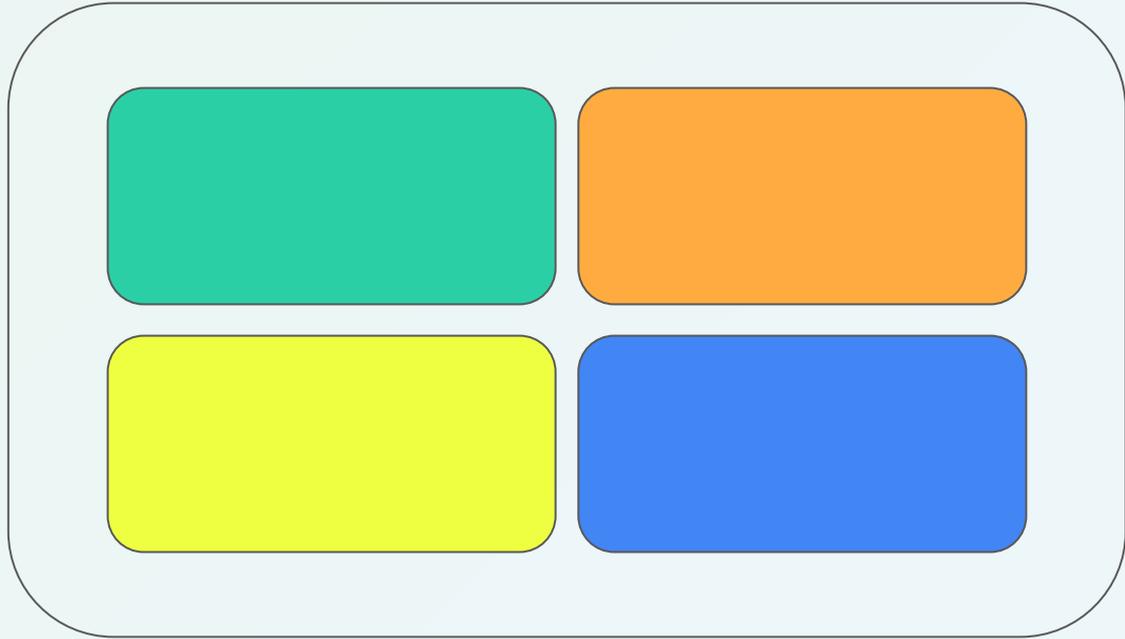
# **Cognitive load**

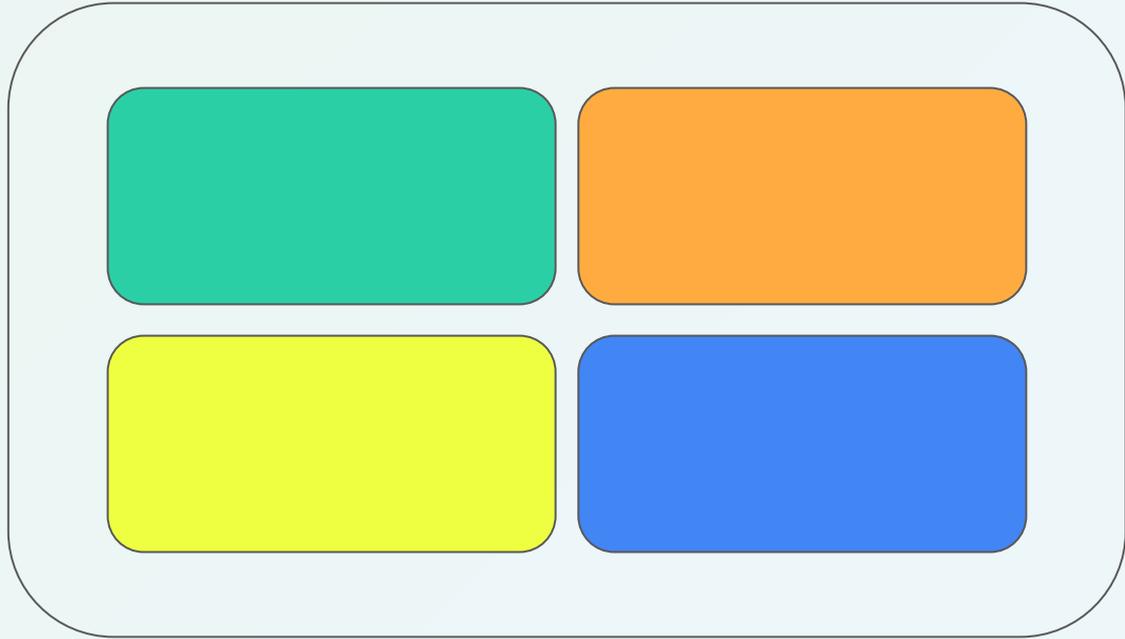
## Structure

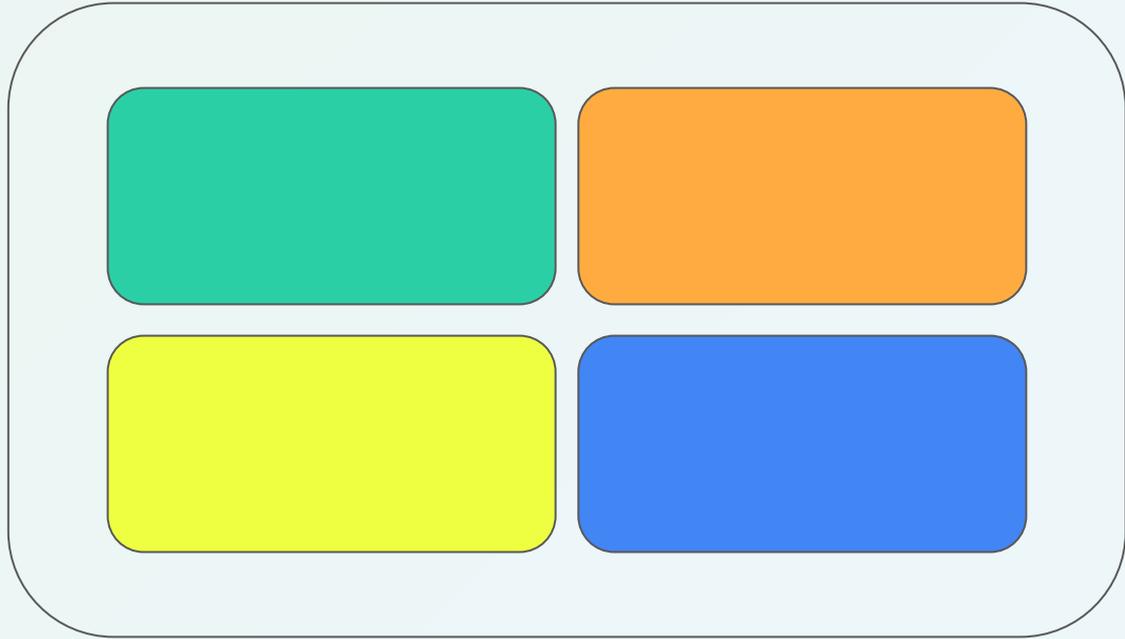


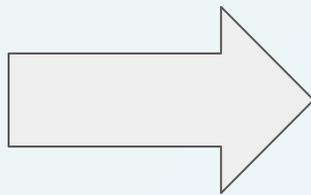


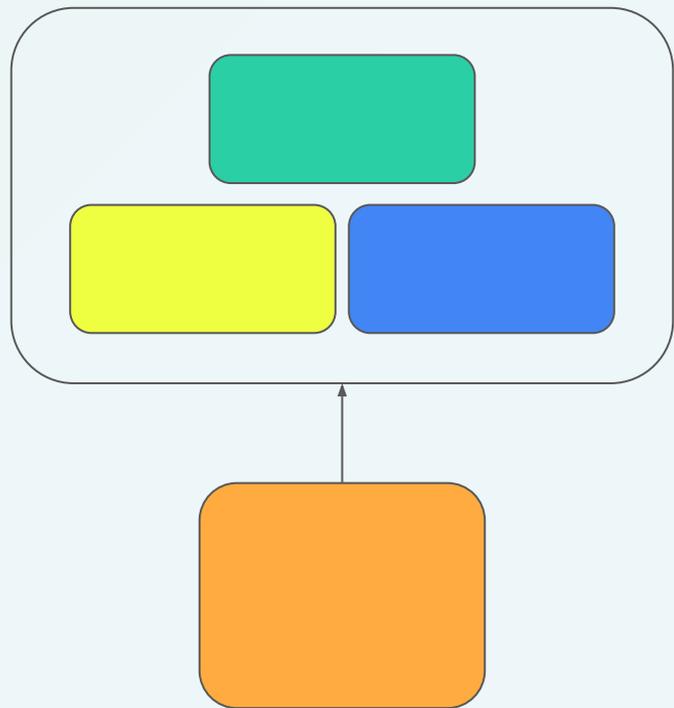
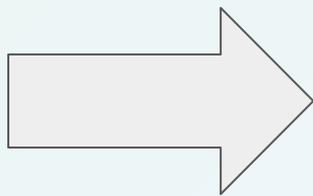
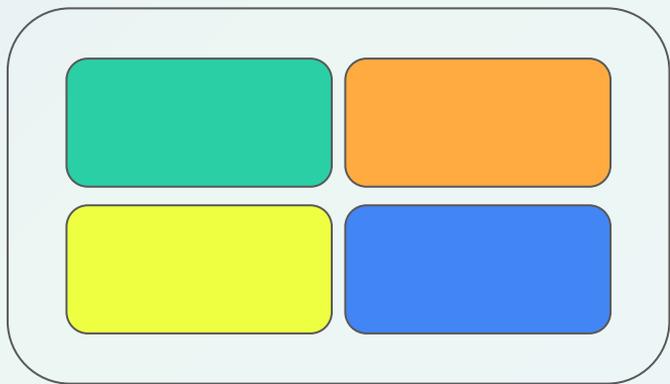


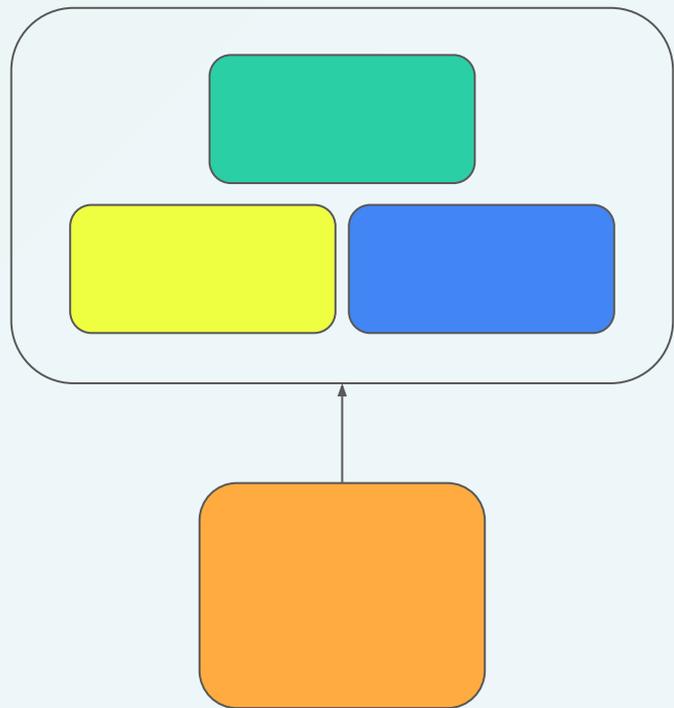
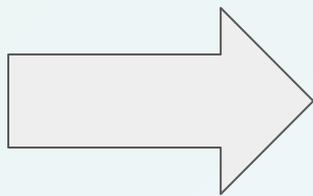
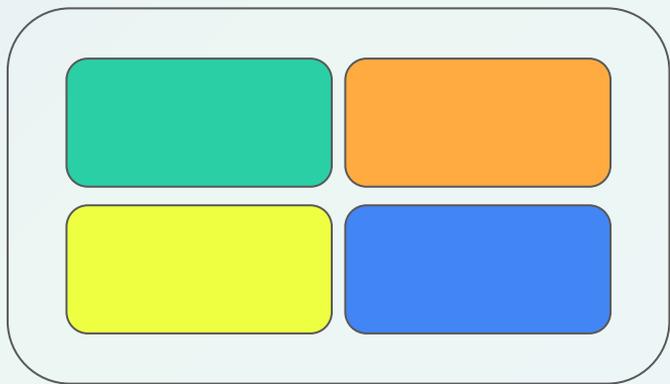


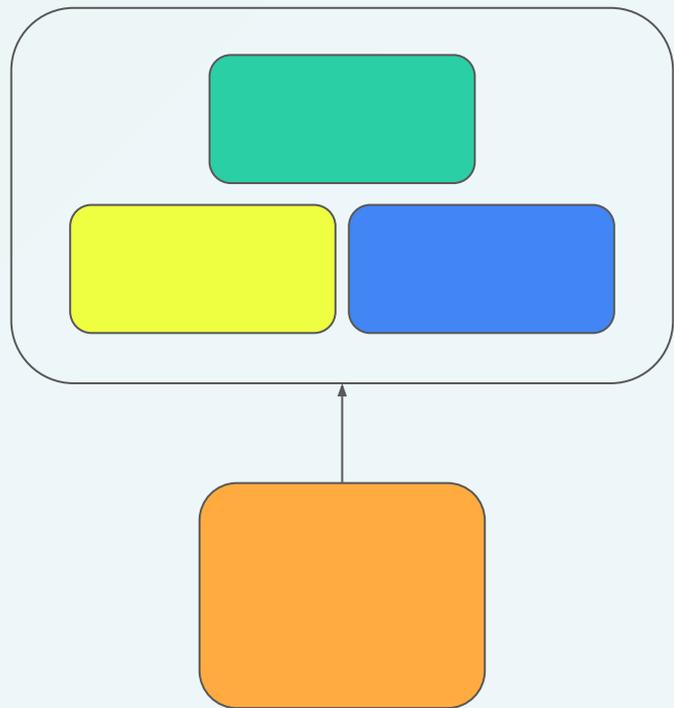
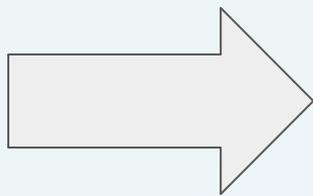
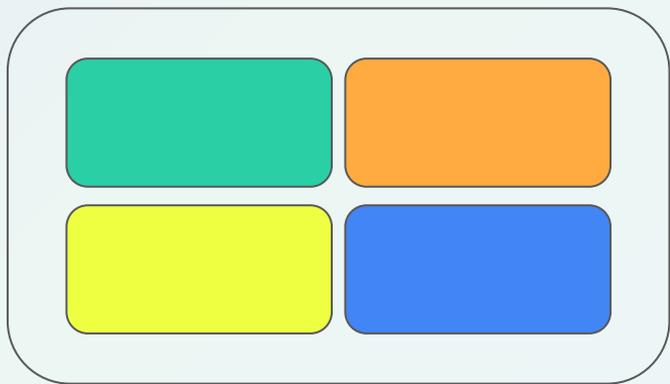








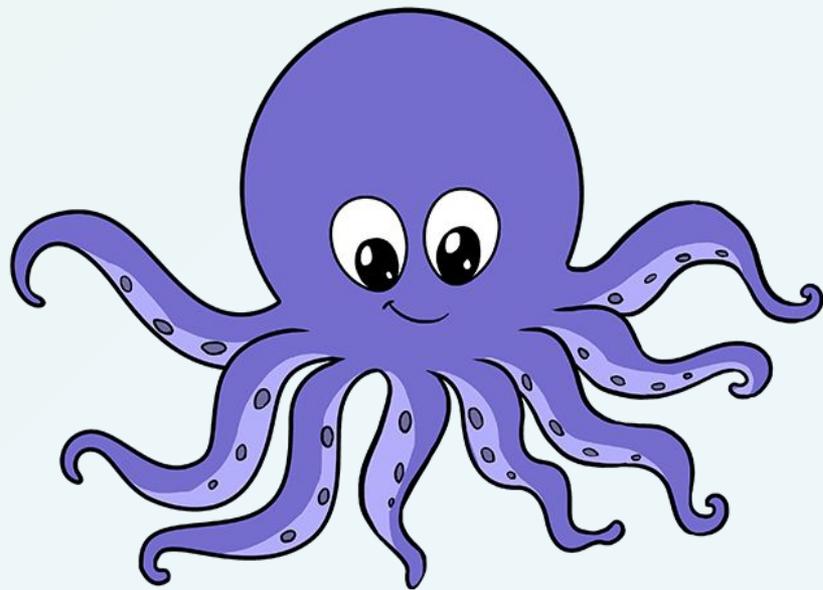




# Cognitive load

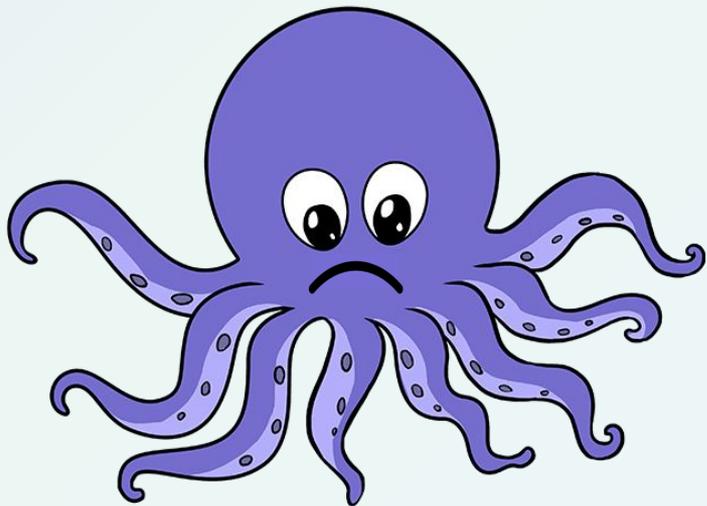
## **Structure**

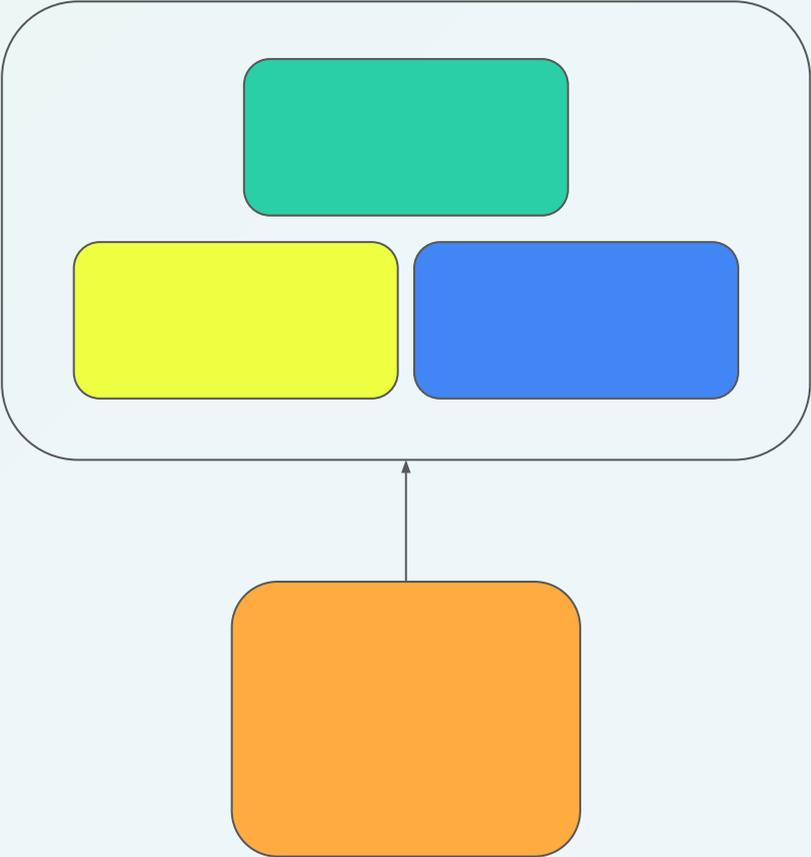
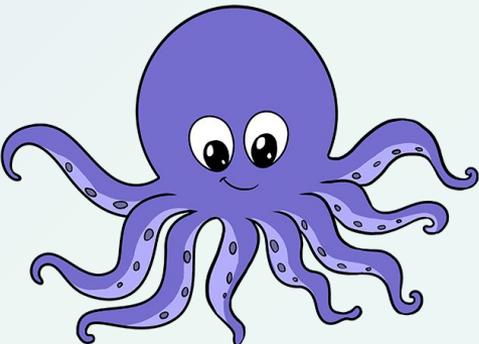


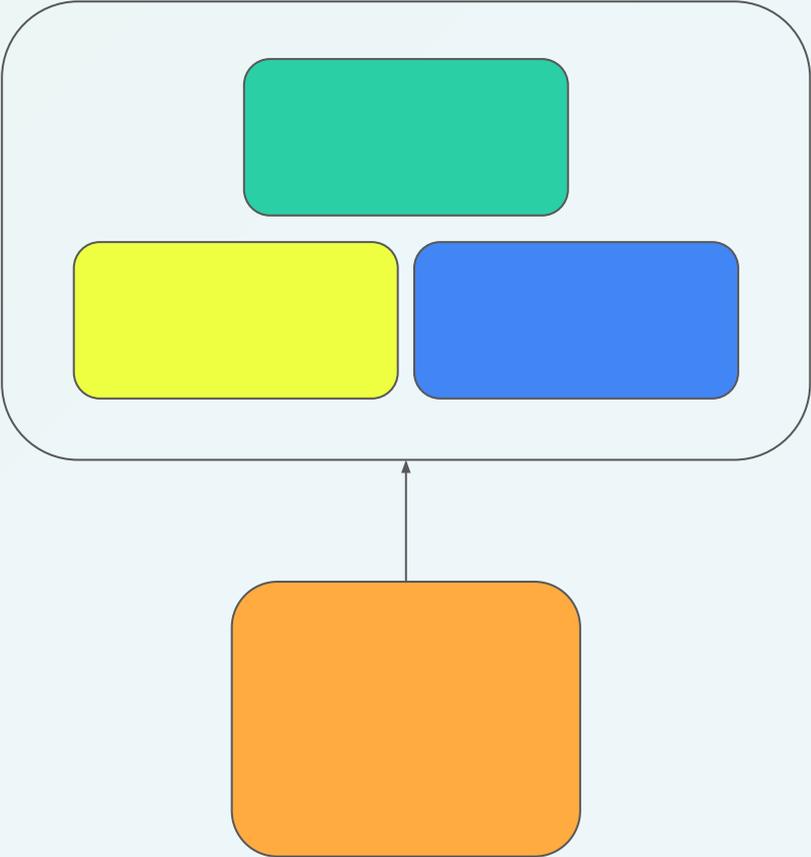
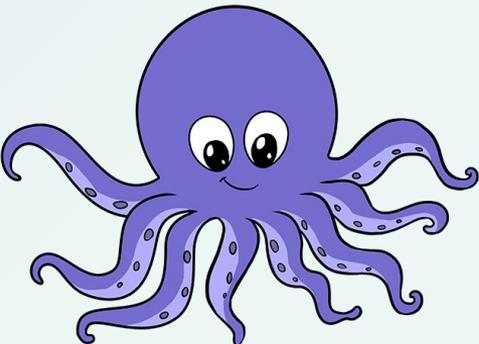


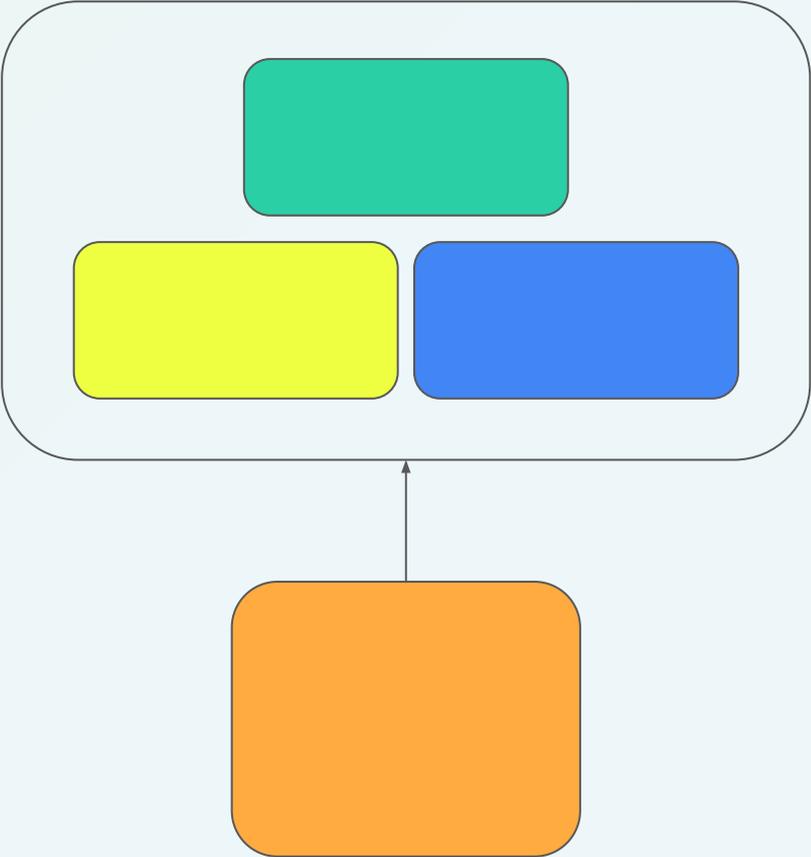
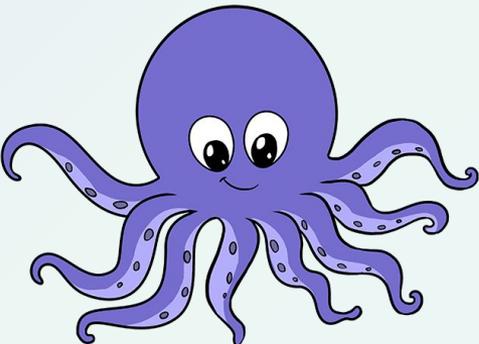












1. Conway's law
2. Examples of team structures
3. Trade-offs
4. **A practical exercise**

Identify problems

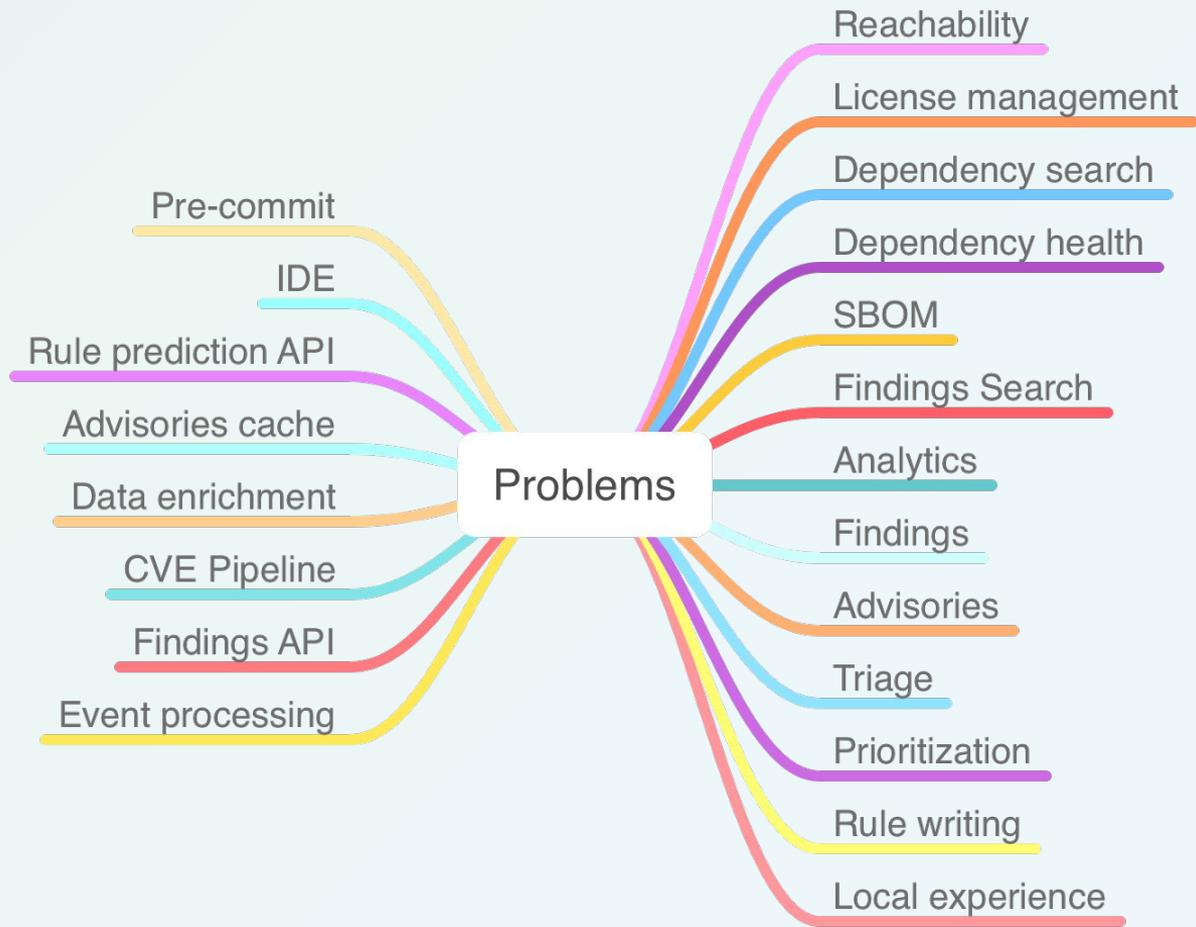
Map problems to teams

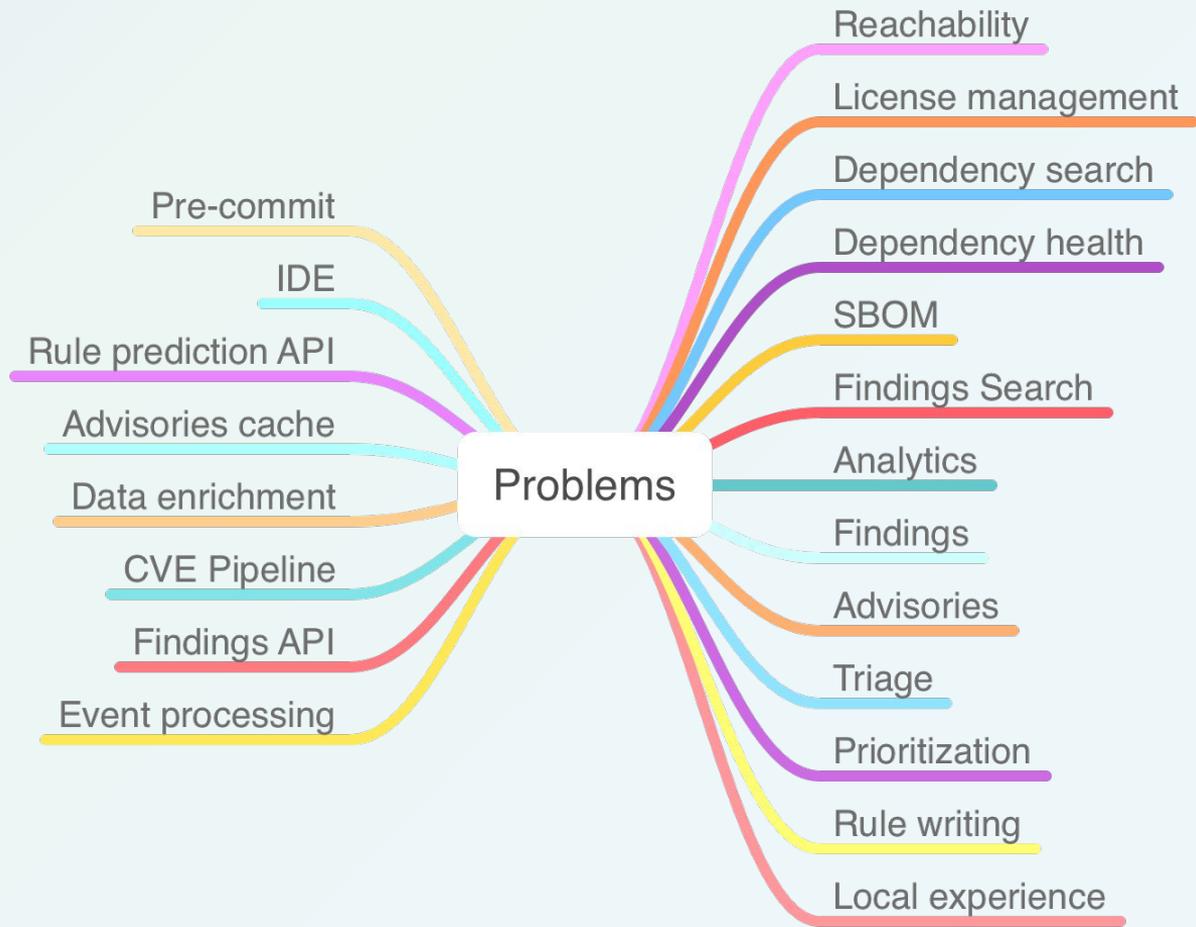
Map roles to teams

# **Identify problems**

Map problems to teams

Map roles to teams

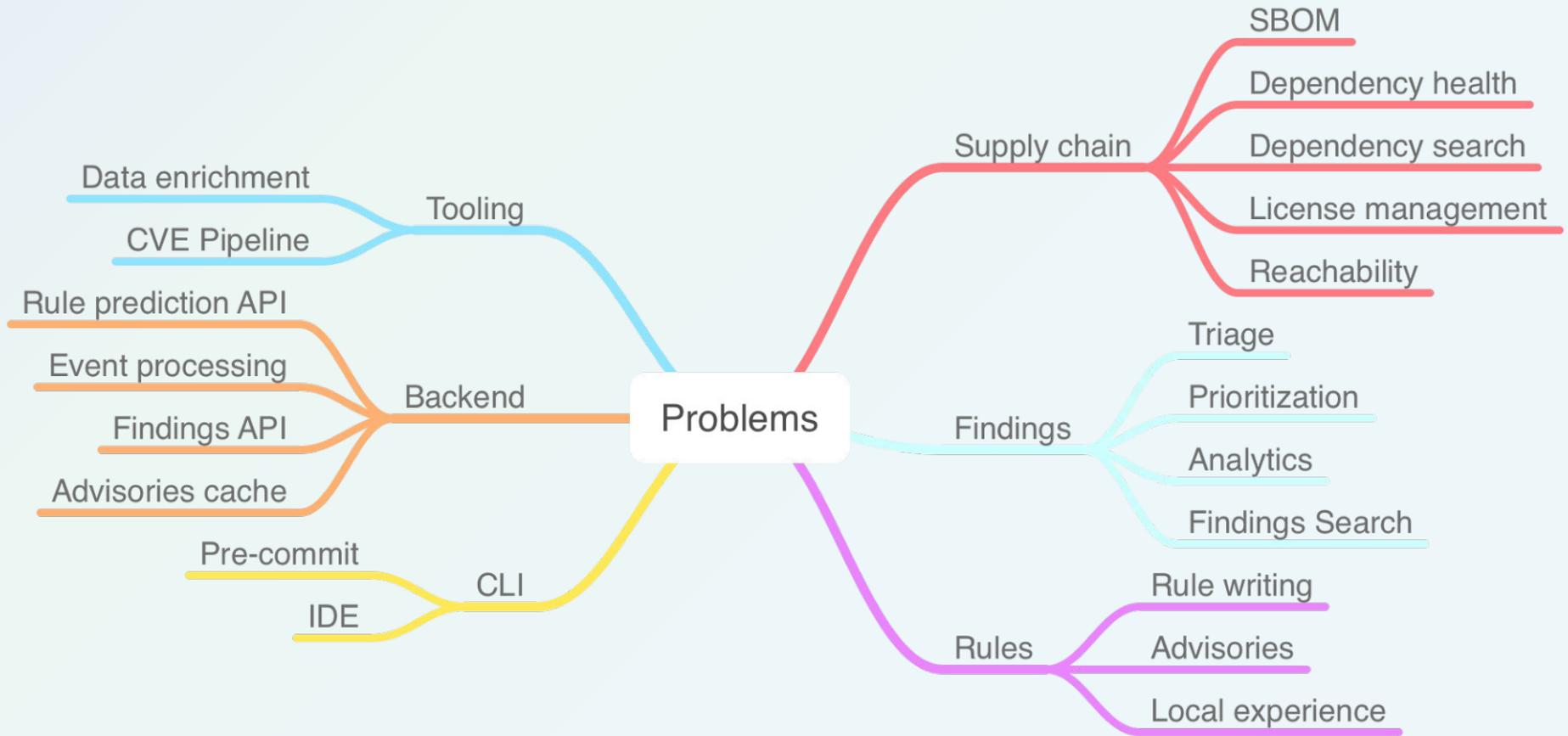


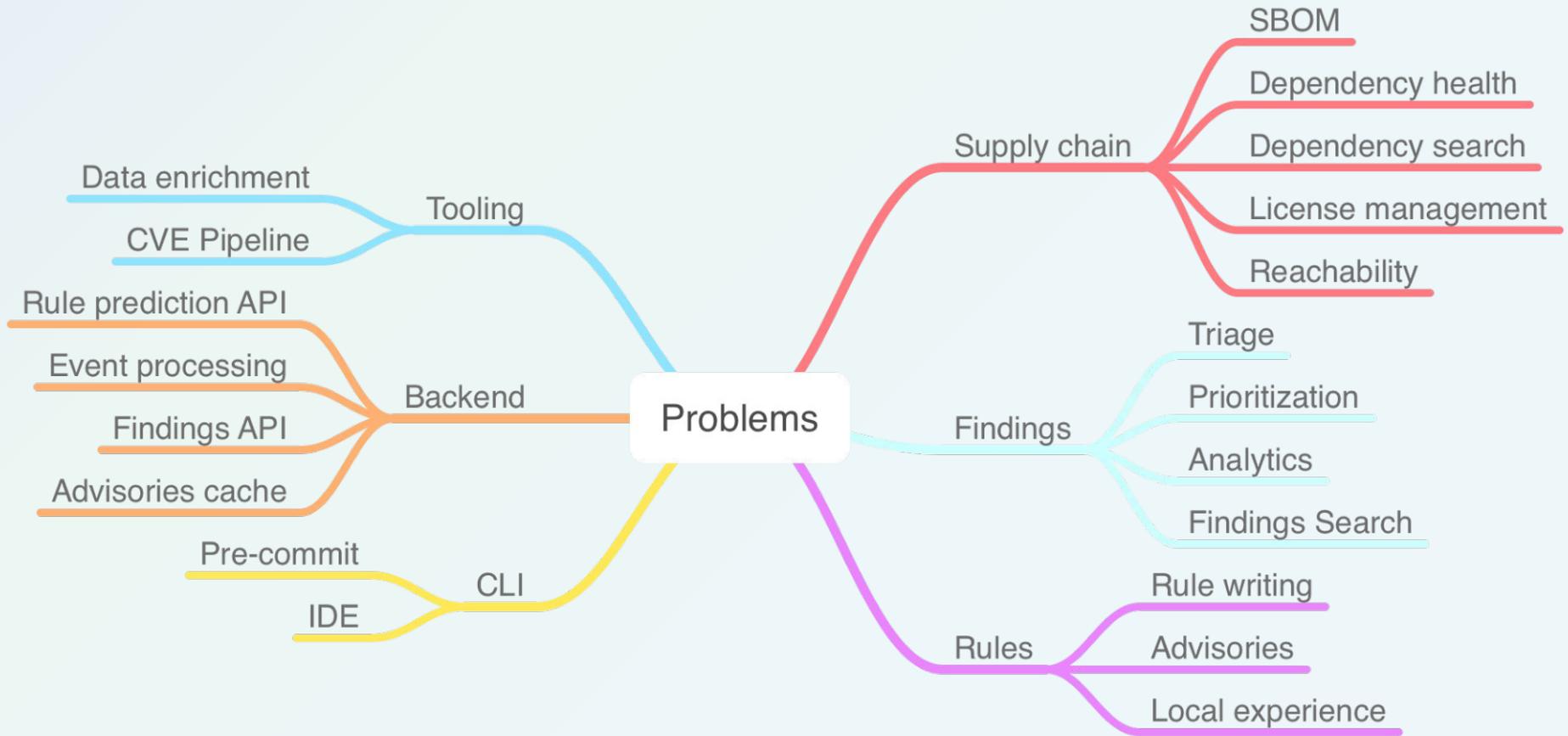


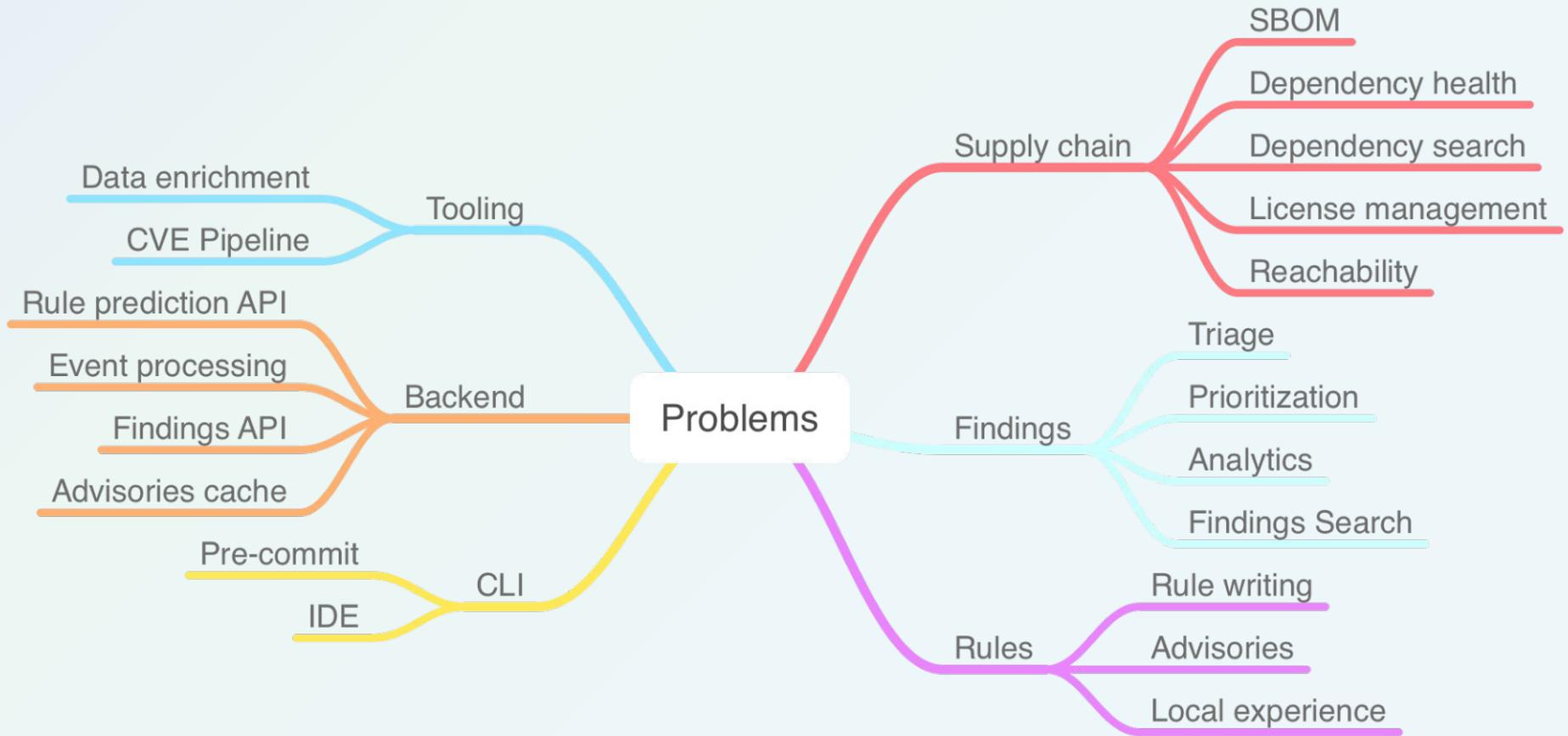
Identify problems

**Map problems to teams**

Map roles to teams



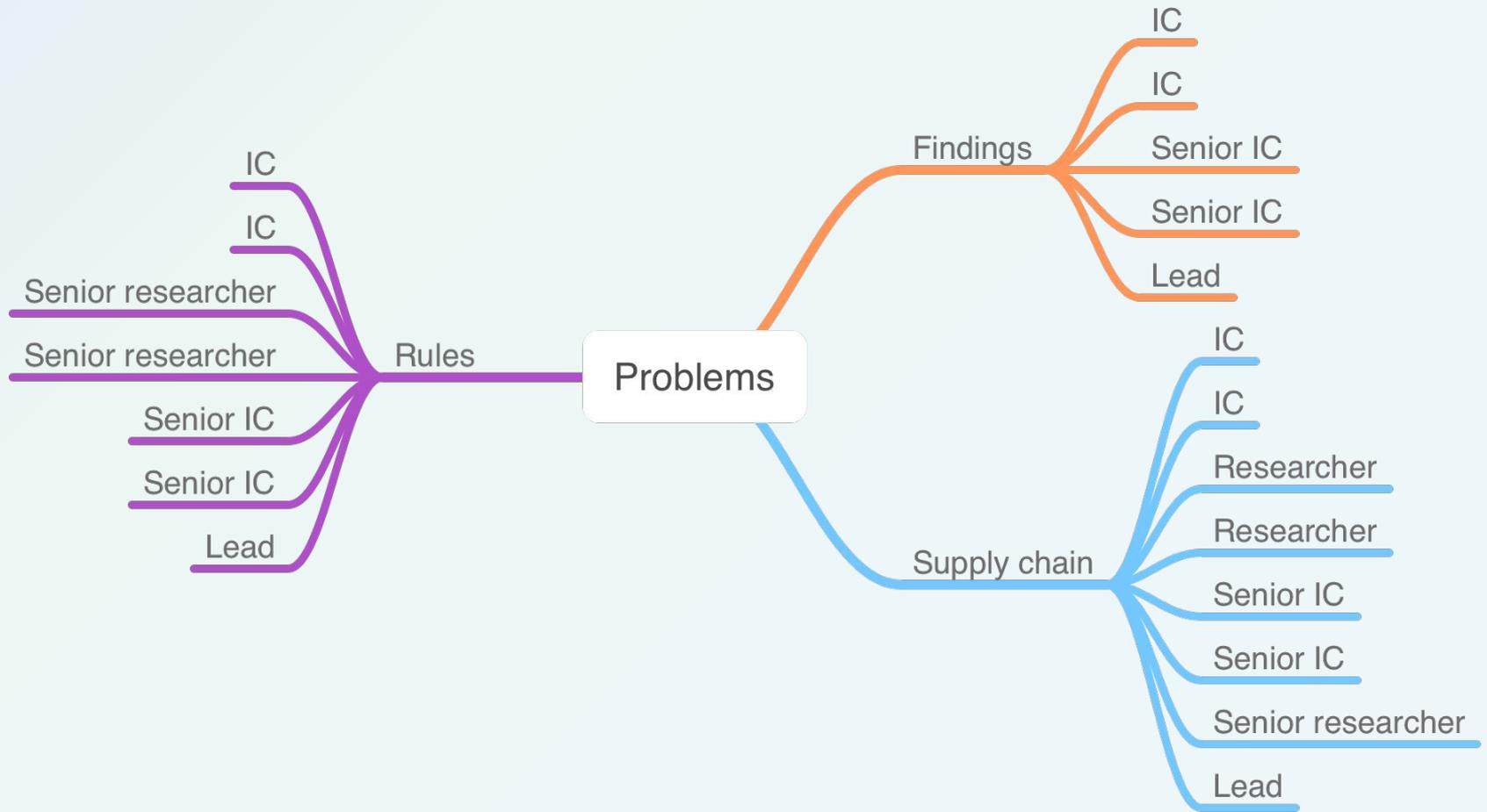


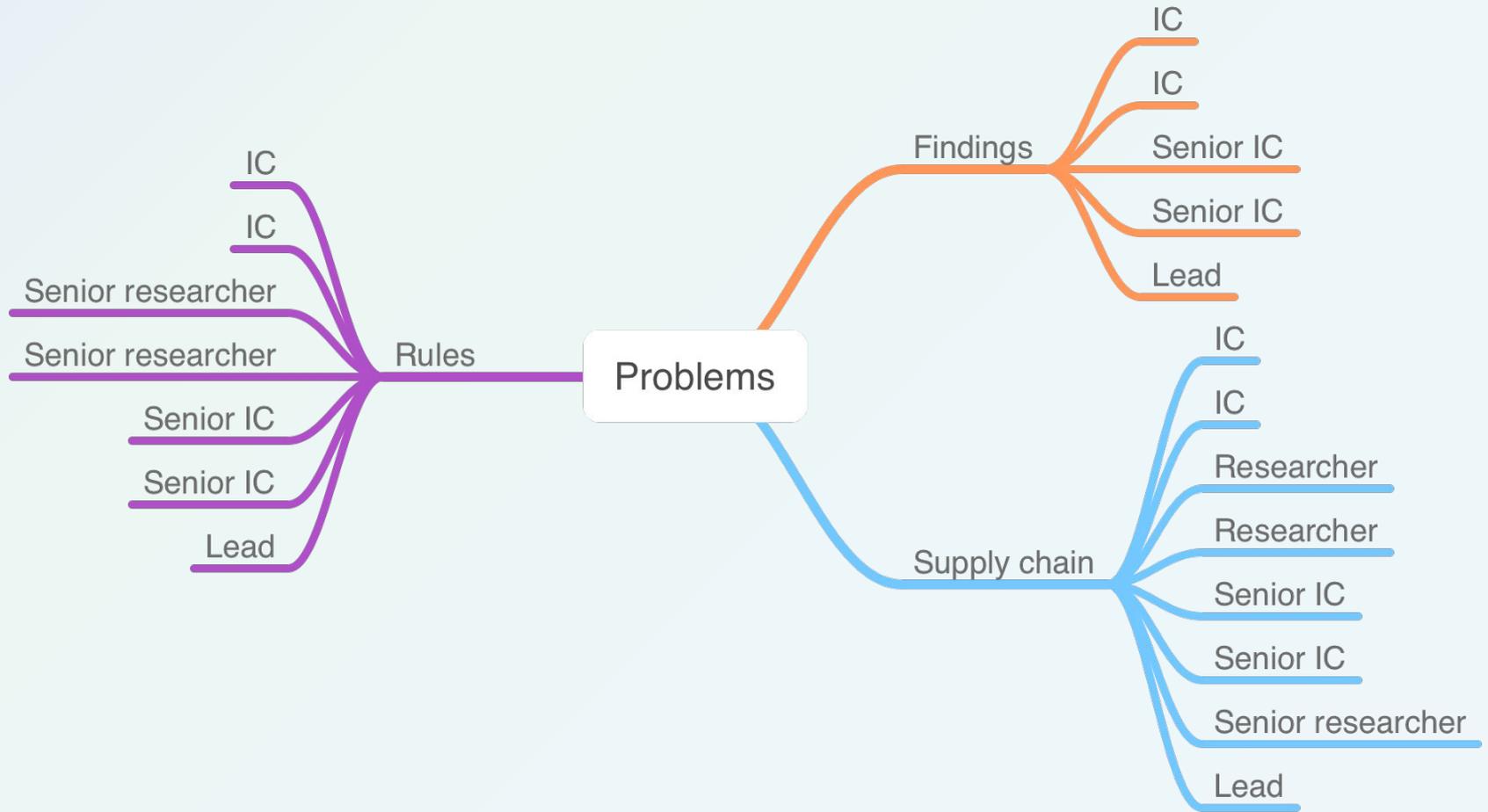


Identify problems

Map problems to teams

**Map roles to teams**







**DON'T  
PANIC**



# Understanding organization structure tradeoffs

Adam Berman, Director of Product Engineering @ Semgrep