

Title of Paper

Test Environment Virtualisation with VMware

Presenter/Company

Jules Barnes, wotif.com (AU)

Instructional Skill Level

Introductory Intermediate Advanced

Target Group

Manager, Decision Makers, Test Managers, QA Managers, Development

Key Points

- Test Environment Management
 - Virtualisation
 - Agile Development
 - Agile Testing
-

Abstract

For many organisations, creating a testing environment that is a good facsimile of production is very costly. Typically, a large amount of hardware is required for each test environment, which is under utilised. In addition, each new environment requires a long time to configure and deploy.

Virtualisation allows a single physical server to run many different virtual servers. Virtual test environment labs save time and money by increasing hardware utilisation and reducing deployment and configuration time. Virtualisation improves the ability to replicate multi-tiered production and allows more test environments to run on less hardware.

Based on three years of experience, this presentation will highlight what we learnt at Wotif.com while migrating to a virtual test lab, the architecture design considerations and on-going management challenges.

Biography

Jules Barnes is Wotif.com's longest serving employee. He commenced his career at Wotif.com in June 2001 as a call centre operator and assistant wherever he was needed.

When Wotif.com brought software development in-house in September 2003, Jules took the opportunity to move into the IT team as the first software test analyst. Since then, Jules has built up Wotif.com's testing team to be at the forefront of the industry. He now leads a team of testers who use agile testing methodologies and processes to ensure that Wotif.com maintains its reputation as a reliable and easy-to-use site.

Jules studied Network Engineering at TAFE Queensland and completed the CSTP foundation course in 2005.

Contact information of Presenter

13 Railway Tce, Milton, 4064
jules.barnes@wotif.com
+61 7 3512 9999
+61 7 3512 9900
