SRE, DevOps and Security Engineers

Training track

SRE, platform operations, DevOps, security engineers, SOC analysts, infrastructure leads

You will be able to run, change and recover a licensed platform without breaking a residency rule, a certified build or a notification deadline.

- Recommended path
- Optional, worth it
- Alternative route

DURATION	SLIDES	FORMAT	PREREQUISITES	OUTCOME	REGIONS
19.3 h of core lessons + 110 min of fixed region…	280 in lessons + 14 fixed region + 19 extension +…	Nine remote sessions (never more than 3.5 hours of…	Two years in operations, infrastructure or security.	A threat model, a tested gateway rule set and an…	Two regions: the first licence, plus the US…

STAGE 1 · Sessions 1-2 — The system you will run

- Regulated system and the method 1.1
- Lab: trace a game round 1.3
- Architecture and bet lifecycle 1.2
- Jurisdiction as a dimension 1.4

STAGE 2 · Sessions 2-3 — What must never break

- Wallet invariants 2.1
- The KYC evidence store 2.3
- The edge: VPN and IP reputation 2.5
- Certification and change control 2.2
- Registries and fail-closed lab 2.4

STAGE 3 · Sessions 3-5 — Data placement and regional hosting

- Classes, hub and spoke, gateway 3.1
- DR and regional hosting 3.3
- Lab: gateway rules, fail closed 3.2
- Design: three-market placement 3.4

STAGE 4 · Session 5 — Audit frameworks and release gates

- Evidence pipeline 4.1
- Calendar and release gates 4.3
- Control frameworks 4.2

STAGE 5 · Sessions 5-6 — Region elective (pick one)

- Region: UK and Europe 5.1
- Region: Latin America 5.3
- Region: Canada (Ontario) 5.2
- Region: Offshore and APAC 5.4

STAGE 6 · Sessions 6-7 — Fixed region lessons

- Region: US states 6.1

STAGE 7 · Sessions 7-8 — Security and operations

- Security, DevSecOps, SIEM 7.1
- Incidents, DR and playbooks 7.3
- Tabletop: wallet double credit 7.2
- Backoffice threat model 7.4

STAGE 8 · Sessions 8-9 — Track extension lessons

- SIEM and audit log lab 8.1
- On-call checklist, regulated 8.3
- Game day: in-market failover 8.2
- Major or minor change drill 8.4

SRE, DevOps and Security Engineers: training track in detail

SRE, platform operations, DevOps, security engineers, SOC analysts, infrastructure leads · as of 2026-11

Duration	19.3 h of core lessons + 110 min of fixed region lessons + 225 min of extension lessons + one region (55-100 min) + 45 min of session openings: 26.6-27.3 h in all
Slides	280 in lessons + 14 fixed region + 19 extension + 5-17 for the region: 318-330 in all
Format	Nine remote sessions (never more than 3.5 hours of contact each), or five days on site. Seven labs: code labs, a SIEM lab, the tabletop and a 100-minute game day. About 6 hours of post-work for the closing task.
Prerequisites	Two years in operations, infrastructure or security.
Outcome	A threat model, a tested gateway rule set and an incident timeline with notification.
Regions	Two regions: the first licence, plus the US in-state hosting pair (12.4, 12.5) as the fixed second slot. A US cohort takes 11.5 and 11.8 as its second slot.
Assessment	Closing quiz (20 questions). Labs, tabletop and game day under the 75 percent rule. Closing task: game day evidence write-up and one runbook change.
Certificate	Attendance record only. Hours count toward the full program.

1. The system you will run Sessions 1-2

1.1 Regulated system and the method RECOMMENDED

The business in 30 minutes and the five-step method. Operations owns the evidence that comes from running systems. Lessons 1.1 and 1.3: 75 min, 20 slides.

In the book: Ch. 01 The Online Casino Ecosystem, Ch. 05 Differences Between Betting Sites and Online Casinos, Ch. 07 Casino Implementation Planning and Timeline

1.2 Architecture and bet lifecycle RECOMMENDED

Component inventory and the data flows of a bet, the map for every later lesson. Lessons 2.1 and 2.2: 75 min, 25 slides.

In the book: Ch. 10 Complete Platform Architecture, Ch. 01 The Online Casino Ecosystem, Ch. 28a Distributed Systems Deep Dive

1.3 Lab: trace a game round RECOMMENDED

Follow one round through logs and tables. It is the reverse-engineering exercise an on-call engineer needs first. Lesson 2.4: 70 min, 4 slides.

In the book: Ch. 10 Complete Platform Architecture, Ch. 10b Supplier Integration Control Plane

1.4 Jurisdiction as a dimension RECOMMENDED

Why every deployment, config and alert carries a jurisdiction label. Lesson 2.6: 25 min, 10 slides.

In the book: Ch. 27c Migrating a Single-Jurisdiction Casino Platform to Hub & Spoke, Ch. 47 Platform Onboarding: From Contract to First Real-Money Bet, Ch. 47b Configuration and Rules Distribution -- Feature Flags, Jurisdiction Rules, and the Propagation Model

2. What must never break Sessions 2-3

2.1 Wallet invariants RECOMMENDED

The money rules that define a severity-one incident. Lesson 3.1: 35 min, 12 slides.

In the book: Ch. 36 Financial Operations, Ch. 10 Complete Platform Architecture, Ch. 46 Building a Brazilian Betting Platform: Architecture, Compliance, and Implementation

2.2 Certification and change control RECOMMENDED

What the lab certifies, then which changes need the lab before they ship and what that means for the pipeline. The cash-flow story that used to be lesson 3.7 now opens the tabletop 10.4. Lessons 4.4 and 4.5: 50 min, 19 slides.

In the book: Ch. 17 Random Number Generation (RNG), Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security, Ch. 06 Licensing Guide, Ch. 32 Testing and QA in Gambling, Ch. 23 DevSecOps for iGaming

2.3 The KYC evidence store RECOMMENDED

Encryption, access and retention for the most sensitive store on the platform. Lesson 5.2: 30 min, 10 slides.

In the book: Ch. 24d KYC Evidence Lifecycle, Ch. 20 Hardware Security Module Infrastructure, Ch. 20b OpenBao Operations: Secret Engines, Dynamic Credentials and Disaster Recovery

2.4 Registries and fail-closed lab RECOMMENDED

Self-exclusion registries as an external dependency, then a lab on a check that must block play when the registry is down, with cache and audit log. Lessons 6.2 and 6.3: 100 min, 16 slides.

In the book: Ch. 26b Self-Exclusion Registries: From API to Audit Trail

2.5 The edge: VPN and IP reputation RECOMMENDED

Edge versus server-side enforcement, VPN detection and IP reputation, taught as detection and not as evasion. Lesson 7.4: 25 min, 8 slides.

In the book: Ch. 24e Geofencing and Location Verification, Ch. 24j IP Reputation and Blocklist Integration for iGaming Platforms, Ch. 44 Deploying iGaming Platforms on Cloudflare Workers

3. Data placement and regional hosting Sessions 3-5

3.1 Classes, hub and spoke, gateway RECOMMENDED

Data classification, hub and spoke topology and the gateway that controls transfers. Lessons 8.1, 8.2 and 8.3: 125 min, 35 slides.

In the book: Ch. 27 Data Residency and Backup/Recovery, Ch. 10 Complete Platform Architecture, Ch. 27c Migrating a Single-Jurisdiction Casino Platform to Hub & Spoke, Ch. 27b The Jurisdiction Transfer Gateway and Cookie Consent, Ch. 34b Data Governance for iGaming Platforms

3.2 Lab: gateway rules, fail closed RECOMMENDED

Write gateway rules and test fail-closed behavior. Lesson 8.4: 65 min, 4 slides.

In the book: Ch. 27b The Jurisdiction Transfer Gateway and Cookie Consent

3.3 DR and regional hosting RECOMMENDED

Backup and recovery inside a jurisdiction, then hosting options by region, from Atlantic City colocation to LatAm cloud regions. Lessons 8.5 and 8.6: 35 min, 12 slides.

In the book: Ch. 27 Data Residency and Backup/Recovery, Ch. 29a On-Premises Infrastructure for US-Regulated iGaming, Ch. 29b Datacenter Infrastructure for Regulated Gaming, Ch. 29c European Datacenter Infrastructure for Regulated Gaming, Ch. 29d Datacenter Infrastructure for Regulated Gaming -- Asia-Pacific and Middle East, Ch. 29e Datacenter Infrastructure for Africa and Offshore Jurisdictions

3.4 Design: three-market placement RECOMMENDED

Place every data class for a three-market operator, with the regional hosting and the failover site in mind. Lesson 8.7: 70 min, 5 slides.

In the book: Ch. 27 Data Residency and Backup/Recovery, Ch. 27c Migrating a Single-Jurisdiction Casino Platform to Hub & Spoke, Ch. 10 Complete Platform Architecture

4. Audit frameworks and release gates Session 5

4.1 Evidence pipeline RECOMMENDED

Evidence as a product: sources, staging, signing, delivery. Operations runs the pipeline and owns its uptime. Lesson 9.1: 35 min, 12 slides.

In the book: Ch. 25b Regulatory Reporting and Evidence Export

4.2 Control frameworks RECOMMENDED

GLI-GSF, ISO 27001, PCI DSS and regulator standards: what each audit looks at in operations. Lesson 9.4: 40 min, 12 slides.

In the book: Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security, Ch. 24 Security and Compliance

4.3 Calendar and release gates RECOMMENDED

The compliance calendar and the gates a release passes before production. Lesson 9.5: 25 min, 10 slides.

In the book: Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security, Ch. 25b Regulatory Reporting and Evidence Export

5. Region elective (pick one) Sessions 5-6

5.1 Region: UK and Europe ALTERNATIVE

Six licences in two families: point-of-consumption markets (Great Britain, Sweden, Denmark) and hub licences (Malta, Gibraltar, Isle of Man). This track takes the hosting and spoke design lessons of the region it is licensed in. The US in-state hosting pair is taught in every cohort as the contrast. Lessons 11.5 and 11.8: 100 min, 17 slides.

In the book: Ch. 06 Licensing Guide, Ch. 29c European Datacenter Infrastructure for Regulated Gaming, Ch. 29e Datacenter Infrastructure for Africa and Offshore Jurisdictions, Ch. 27c Migrating a Single-Jurisdiction Casino Platform to Hub & Spoke, Ch. 10 Complete Platform Architecture, Ch. 47 Platform Onboarding: From Contract to First Real-Money Bet

5.2 Region: Canada (Ontario) ALTERNATIVE

Ontario: registration with the AGCO, an operating agreement with iGaming Ontario, and standards written as outcomes. This track takes the hosting and spoke design lessons of the region it is licensed in. The US in-state hosting pair is taught in every cohort as the contrast. Lesson 13.3: 55 min, 5 slides.

In the book: Ch. 40 Case Study -- Launching in a New Regulated Market, Ch. 10 Complete Platform Architecture, Ch. 27 Data Residency and Backup/Recovery

5.3 Region: Latin America ALTERNATIVE

Brazil, Colombia, Mexico and Buenos Aires. Brazil is taught as a design problem behind a legal status gate, because MP 1.394/2026 banned fixed-odds betting in September 2026. This track takes the hosting and spoke design lessons of the region it is licensed in. The US in-state hosting pair is taught in every cohort as the contrast. Lesson 14.6: 60 min, 5 slides.

In the book: Ch. 46 Building a Brazilian Betting Platform: Architecture, Compliance, and Implementation, Ch. 27 Data Residency and Backup/Recovery, Ch. 29f Latin America Datacenter Infrastructure for Regulated Gaming

5.4 Region: Offshore and APAC ALTERNATIVE

Curacao under the LOK and the Philippines under PAGCOR, where the roadmap reports new operator accreditations frozen and the partner route as the open one. This track takes the hosting and spoke design lessons of the region it is licensed in. The US in-state hosting pair is taught in every cohort as the contrast. Lesson 15.4: 60 min, 5 slides.

In the book: Ch. 27c Migrating a Single-Jurisdiction Casino Platform to Hub & Spoke, Ch. 27b The Jurisdiction Transfer Gateway and Cookie Consent, Ch. 24e Geofencing and Location Verification, Ch. 47d Casino as a Service: White-Label Provisioning at the Press of a Button

6. Fixed region lessons Sessions 6-7

6.1 Region: US states RECOMMENDED

New Jersey, Pennsylvania and Michigan: a land-based partner, servers inside the state and a location check on every session. Lessons 12.4 and 12.5: 110 min, 14 slides.

In the book: Ch. 29a On-Premises Infrastructure for US-Regulated iGaming, Ch. 29b Datacenter Infrastructure for Regulated Gaming, Ch. 24e Geofencing and Location Verification, Ch. 10 Complete Platform Architecture, Ch. 27 Data Residency and Backup/Recovery

7. Security and operations Sessions 7-8

7.1 Security, DevSecOps, SIEM RECOMMENDED

Zones, mTLS, secrets and HSM; delivery in a certified environment; monitoring and audit logs. Lessons 10.1, 10.2 and 10.3: 95 min, 32 slides.

In the book: Ch. 24 Security and Compliance, Ch. 20 Hardware Security Module Infrastructure, Ch. 20b OpenBao Operations: Secret Engines, Dynamic Credentials and Disaster Recovery, Ch. 24h Mutual TLS Between Kubernetes Services for iGaming Platforms, Ch. 23c Secrets Management and Git Hygiene for iGaming Engineering, Ch. 10 Complete Platform Architecture

7.2 Tabletop: wallet double credit RECOMMENDED

An incident tabletop with engineering, operations and compliance roles. Lesson 10.4: 75 min, 7 slides.

In the book: Ch. 35 Incident Management, Ch. 35b Cash-Flow Integrity Incident Response, Ch. 39 Case Study -- Security Incident Response

7.3 Incidents, DR and playbooks RECOMMENDED

Incident management and regulator notification, then disaster recovery, maintenance windows and playbooks. Lessons 10.5 and 10.6: 60 min, 22 slides.

In the book: Ch. 35 Incident Management, Ch. 35b Cash-Flow Integrity Incident Response, Ch. 33 Operational Playbooks, Ch. 27 Data Residency and Backup/Recovery, Ch. 33b Workflow Engine and Case Management

7.4 Backoffice threat model RECOMMENDED

Threat model the backoffice, where insider risk and regulator access meet. Lesson 10.7: 50 min, 5 slides.

In the book: Ch. 24 Security and Compliance, Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security, Ch. 08 Team Structure and Operations

8. Track extension lessons Sessions 8-9

8.1 SIEM and audit log lab OPTIONAL

Verify a hash-chained audit log, check its retention against the rule, and strip personal data before the log is shipped to a shared SIEM. Lab environment L21-siem-audit-log. Not built yet; estimate 60 min, 4 slides (lab).

In the book: Ch. 35 Incident Management, Ch. 24h Mutual TLS Between Kubernetes Services for iGaming Platforms, Ch. 27 Data Residency and Backup/Recovery

8.2 Game day: in-market failover OPTIONAL

A disaster role play on the lab stack: one spoke loses its primary database. Teams fail over without moving restricted data out of the market and capture the evidence a regulator would ask for afterwards. Extended from 45 to 100 minutes so the failover, the evidence capture and the debrief all fit. Lab environment G10-gameday-failover. Not built yet; estimate 100 min, 4 slides (lab).

In the book: Ch. 27 Data Residency and Backup/Recovery, Ch. 33 Operational Playbooks, Ch. 35 Incident Management

8.3 On-call checklist, regulated OPTIONAL

An on-call learning checklist for a licensed platform: what to know before taking the pager, by jurisdiction, with required reading and the questions a senior engineer should ask. Not built yet; estimate 20 min, 8 slides (lecture).

In the book: Ch. 33 Operational Playbooks, Ch. 35 Incident Management, Ch. 08 Team Structure and Operations

8.4 Major or minor change drill OPTIONAL

Ten change tickets to classify in pairs, with reasons, against the Gambling Commission's testing strategy as the worked example. Ten tickets at 2.5 minutes each left no debrief, so the drill runs 45 minutes. The debrief compares answers and shows which ones an annual games testing audit would question. Shared by the QA and the SRE tracks. Paper exercise: ten change tickets. Not built yet; estimate 45 min, 3 slides (case study).

In the book: Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security, Ch. 32 Testing and QA in Gambling, Ch. 23 DevSecOps for iGaming

Common pitfalls

- Restoring service by failing over to a region the data is not allowed to enter.
- Shipping a hotfix to certified game or RNG code without the change record.
- Shipping audit logs to a shared SIEM in another country without checking what is in them.
- Treating the regulator notification as a compliance task and leaving the timeline unrecorded.
- Learning the platform by trial by fire on the pager when a sequenced path and a tabletop exist.

Sources

1. Google SRE book, chapter 28, Accelerating SREs to On-Call and Beyond
   https://sre.google/sre-book/accelerating-sre-on-call/
2. NIST SP 800-50 Rev. 1, Building a Cybersecurity and Privacy Learning Program
   https://csrc.nist.gov/pubs/sp/800/50/r1/final
3. UK Gambling Commission, personal management licence guide
   https://www.gamblingcommission.gov.uk/licensees-and-businesses/guide/personal-management-licence
4. UK Gambling Commission, testing strategy for remote gambling and software technical standards, summary
   https://www.gamblingcommission.gov.uk/strategy/testing-strategy-for-compliance-with-remote-gambling-and-software-technical/1-summary

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5. AGCO, Registrar's Standards for Internet Gaming (full text)
   https://agco.ca/en/book/export/html/245361

Companion to *The Backend of Luck* and its jurisdiction roadmaps. Hours and slide counts come from the lesson tables in the training plan.