

## Let's Play! Flappybird

(+ some Data Engineering)

#### **Great to meet you!**



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## **Agenda**

- 1. Why real-time analytics in gaming?
- 2. Quick intro to Tinybird
- 3. Game time 😎

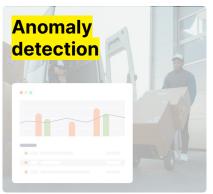
### What is real-time analytics?

Fresh streaming data • Low latency • High concurrency • Complex queries • Historical data











# Eliminate the guesswork when it comes to personalizing experiences, increasing retention and driving monetization







#### **Common data stack**



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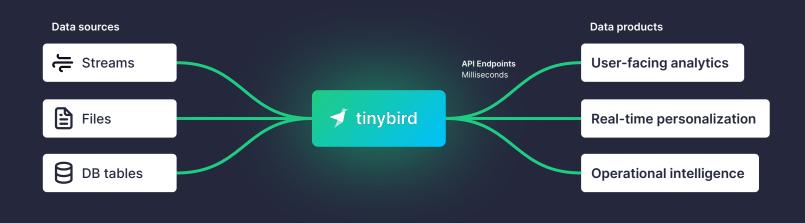




## The real-time way



#### From data streams to APIs in minutes



Unify streams, files, tables, and more

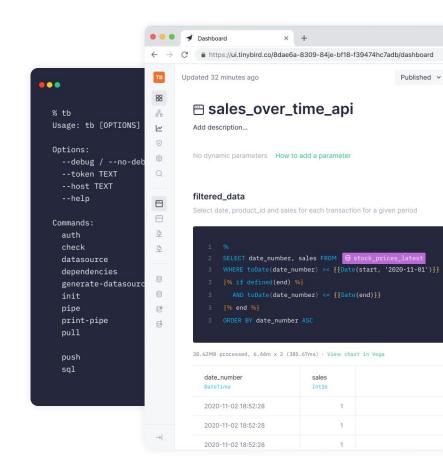
Develop faster with SQL and publish APIs

Empower others to build data products

#### **About Tinybird**

# We accelerate data and engineering teams.

- → Built over ClickHouse
- → Serverless, fully managed
- → Simplify dev over data streams; no specialized skills, just SQL
- → Unify streaming and batch sources
- → CLI for automation; Git for version control



Let's play

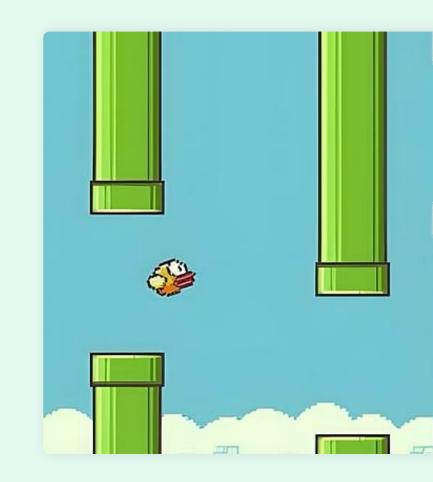
# What we're building today

#### 1. User-facing analytics

Live leaderboard and player stats to improve the gamer experience

#### 2. Real-time personalization

Leverage player activity to personalize offers to drive revenue





## Game time.

flappy-workshop.tinybird.co