DevOpsSchool

Course curriculum · November 2026

LEVEL 04 OF 04 · ADVANCED

Ubuild Udeploy And Urelease Advanced Training

Administer uDeploy agents, security and operations at scale and orchestrate enterprise releases with uRelease.

LIVE ONLINE **Max 8-10 hours**	CORPORATE (DAY-WISE) **5 days · Days 1-5**	SELF-PACED VIDEO **1-year LMS access**
BATCH SIZE **Max 10 learners**	NEXT BATCHES **1st of every month · weekends: first Saturday**	CERTIFICATE **Verifiable certificate of completion**

Foundation	Essential	Intermediate	Advanced
1 day · Included	2 days · Included	3 days · Included	5 days · This curriculum

INSIDE THIS CURRICULUM

What you will achieve	Outcomes and level focus
Who should attend	Audience and prerequisites
Agenda	50 topics · Foundation to Advanced
Hands-on labs	4 labs
Formats and fees	Live, 1:1, self-paced, corporate
Trainer and reviews	Rajesh Kumar
Enrolment	Batches, payment, contacts

WHY DEVOPSSCHOOL

- Rated 4.6 on Google
- 1,500+ verifiable certificates issued in the public registry
- Trainer Rajesh Kumar: 20 years in industry
- Small batches: max 10 learners, every session recorded

Course page: www.devopsschool.com/courses/ubuild/ubuild-udeploy-and-urelease-advance-training.html
Talk to us: WhatsApp +91 99057 40781 · +1 (469) 756-6329 · contact@DevOpsSchool.com · reply within 1 hour

OUTCOMES

What you will achieve

By the end of the Ubuild Udeploy And Urelease course path, you will be able to:

1

Automate builds

Create reusable uBuild projects, workflows and notification schemes and troubleshoot failing builds.

2

Automate deployments

Model components, applications and environments and run gated, approved deployments with uDeploy.

3

Orchestrate releases

Coordinate secure, auditable enterprise releases across teams with uRelease and integrated tooling.

WHAT THE ADVANCED LEVEL ADDS

Agents, security, operations and uRelease orchestration

Hands-on: Capstone: orchestrate a release end to end. Build an application in uBuild, deploy it with uDeploy using agent pools and secured roles, and coordinate the production cut-over as a uRelease release.

WHO SHOULD ATTEND

- Experienced Ubuild Udeploy And Urelease practitioners responsible for quality, security and scale.
- Senior engineers, architects and leads who design and troubleshoot Ubuild Udeploy And Urelease solutions.
- Teams making Ubuild Udeploy And Urelease an organisation-wide standard.

BEFORE YOU START

- The Intermediate level, or equivalent hands-on experience.
- You can already: Model components, applications and environments in uDeploy and run controlled full, incremental and gated deployments.
- Basic computer skills and a laptop with a stable internet connection for the live sessions and labs.
- This curriculum includes every earlier level, so it is complete on its own.

AGENDA · FOUNDATION TO ADVANCED

Ubuild Udeploy And Urelease Advanced Training agenda

50 topics. Each level builds on the one before it, so this curriculum lists every earlier level in full. Days are for corporate (day-wise) delivery; live online batches cover the same agenda in max 8-10 hours.

DAY 1 — Foundation: UrbanCode suite concepts, setup and first build

Included from Foundation

1. UrbanCode suite overview: uBuild for builds, uDeploy for deployment automation and uRelease for release coordination
2. Continuous delivery flow: how builds, artifacts, deployments and releases connect across the three tools
3. Architecture: servers, agents, database and artifact repository and how the tools exchange build artifacts
4. Installation: installing a server, configuring an agent and loading plug-ins
5. uBuild projects: creating a new project from a reusable project definition and its details
6. Build processes: creating a new build process and the steps it runs
7. Source configuration: creating a source configuration from a reusable definition for a repository
8. Java Ant build: the Java Ant project type, build targets and generated artifacts
9. Workflows: how a workflow defines the build and enables reuse across many projects
10. First build: running a build process and viewing logs and published artifacts
11. Product lineage: uBuild, uDeploy and uRelease as the IBM UrbanCode family and how teams use them today

DAY 2 — Essential: UBuild workflows, notifications and troubleshooting

Included from Essential

12. Why use notifications: keeping developers, testers and release managers informed of build results
13. Who, what and when: deciding recipients, events and timing for each notification
14. Event selectors: choosing build events such as success, failure and status changes
15. Recipient generators: committers, project roles and fixed lists as notification recipients
16. Notification messages: message formats, an example notification and customising content
17. Notification schemes: what a notification scheme is and how to use schemes across projects
18. Build workflow design: creating the workflow that defines the build step by step
19. Reusable project definitions: creating the project definition and configuring source and build process definitions
20. Creating the project: defining the repository and configuring the source for a real codebase
21. Fixing a broken build: correcting the FindBugs path and adding a missing property
22. Running and verifying: running the build process, checking artifacts and troubleshooting failures

DAY 3 — Intermediate: UDeploy components, applications, environments and deployments

Included from Intermediate

23. Overview and uDeploy concepts: overall uDeploy architecture and typical deployment types
24. uDeploy object model: components and versions, component mappings and inventory
25. Component processes: process designer, plug-in steps and component process design
26. Properties: property levels and when to use what kind of property in processes
27. Reusable definitions: component, application and configuration blueprints for consistency
28. Applications: application processes and the roles that run them

29. Environments and inventory: environment configuration, comparing environments and comparison for non-compliance
30. Snapshots: creating a snapshot to capture a tested set of component versions
31. Full and incremental deployments: how to execute deployments and when to use each type
32. Approvals: creating approvals for environments and approval workflows
33. Scheduling: how to schedule the deployment and plan deployment windows
34. Gating: environment gates and checking conditions for gates before promotion
35. Application configuration management: managing configuration files and notifications for deployments
36. Integration with TFS: importing build versions and triggering deployments from Team Foundation Server

DAYS 4-5 **Advanced: Agents, security, operations and uRelease orchestration** **New at this level**

37. Agents and resources: agent configuration, the resource tree and resource groups
38. Agent pools and resource roles: organising agents and targeting component deployments
39. Licensing: server and agent licensing models and tracking licence use
40. Security: authentication and authorization, adding a new provider such as LDAP and default permissions
41. Access control: tokens, role configuration and UI security for teams
42. Process requests: snapshot preview, process types, execution logs and the default working directory
43. Command line: basic commands, the udclient command line interface and REST API automation
44. Locks: preventing concurrent changes with process and resource locks
45. Plugins and reports: installing and writing plug-ins and using deployment and audit reports
46. uRelease collaboration: real-time collaboration with centralised task coordination and execution
47. uRelease visibility: a web-based view of current, past and future releases and reusable release plans
48. uRelease integration: open plug-in system, team and role-based security and integration with uDeploy and uBuild
49. Scale and resilience: clustered servers, agent relays, backup and disaster recovery
50. Capstone: an end-to-end pipeline from uBuild build to uDeploy deployment within a uRelease release

PRACTICE

Hands-on labs

You build these yourself during the course, guided by the trainer.

FOUNDATION

Install uBuild and run a build

Install a uBuild server and agent, load the required plug-ins and run a first Java Ant build that publishes its artifacts.

ESSENTIAL

Build a reusable project with notifications

Create a reusable project and workflow for a Java application, fix a failing FindBugs step and set up a notification scheme for build failures.

INTERMEDIATE

Deploy an application through gated environments

Model a two-component application in uDeploy, create a snapshot and promote it from test to production through approvals and gates.

ADVANCED

Capstone: orchestrate a release end to end

Build an application in uBuild, deploy it with uDeploy using agent pools and secured roles, and coordinate the production cut-over as a uRelease release.

HOW YOU CAN LEARN

Formats and fees

The same agenda in four formats. Fees are in Indian rupees as of November 2026; the course page shows them in your currency.

FORMAT	DURATION	WHAT YOU GET	FEE
Live & interactive (online)	Max 8-10 hours	Instructor-led public batch of max 10 learners with demos, labs, Q&A and assignment review. Weekday batches start on the 1st of every month, weekend batches on the first Saturday of every month.	**INR 34,999**
1:1 live training (online)	Max 8-10 hours, one-to-one	The same agenda, taught one-to-one by the trainer. Starts immediately, without waiting for the next batch; sessions planned around your working hours, at your pace.	**INR 99,999**
Self-paced video	1-year LMS access	All four Ubuild Udeploy And Urelease levels, plus 20+ more courses and 50+ tools, at your own pace.	**INR 833/month** billed yearly at INR 9,996
Corporate (day-wise)	5 days for this level	A private batch for your team, on demand. Foundation 1 day, Essential 2, Intermediate 3, Advanced 5 (cumulative).	**Quote on request**

ASSESSMENT AND CERTIFICATE

Your progress is checked through hands-on labs and assignments at every level. On completion you receive a DevOpsSchool certificate of completion with a unique credential ID that anyone can verify at devopsschool.com/certificates.

INCLUDED WITH EVERY LIVE BATCH

- Every live session is recorded and stays in your LMS for a year.
- Can't attend your batch? Move to next month's batch.
- Free demo class before you pay.
- Free 10-15 minute call with an advisor or the trainer to check the course fits you.

YOUR TRAINER

Learn from Rajesh Kumar

Principal Architect, trainer and mentor in DevOps, SRE, DevSecOps and platform engineering, with 20 years across 8+ software MNCs, including Staff DevOps/SRE Engineer for a leading Japanese mobile-payment platform and Principal DevOps Architect and Manager in Europe.

Profile: www.rajeshkumar.xyz · Videos: youtube.com/@TheDevOpsSchool

20 years in industry	**200+** corporate trainings
10,000+ engineers mentored	**70+** organisations coached

REVIEWS

What learners say

Rated 4.6 on Google · more reviews at devopsschool.com/testimonials and in our video testimonials.

> “Rajesh is very good trainer. Rajesh was able to resolve our queries and question effectively. We really liked the hands-on examples covered during this training program.”
>
> Indrayani, India

> “The training was very useful and interactive. Rajesh helped develop the confidence of all.”
>
> Abhinav Gupta, Pune

START YOUR UBUILD UDEPLOY AND URELEASE TRAINING

Join the next batch

Weekday batches start on the 1st of every month and weekend batches on the first Saturday of every month, with max 10 learners each. 1:1 training can start immediately; corporate batches run on demand. We reply within 1 hour.

Pay by UPI, credit and debit cards, net banking or PayPal. Before you pay, read our refund policy. All levels of this course: www.devopsschool.com/courses/ubuild/

ENROL OR RESERVE A SEAT
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