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Trigger.dev Training

2 days (14 hours)

Overview

Trigger.dev is an asynchronous workflow platform that enables reliable background task execution in TypeScript applications. With tasks, triggers, queues, resumption, and execution tracking, it simplifies the design of robust and observable workflows.

Our Trigger.dev training will help you move beyond simple asynchronous calls to build business processes capable of handling long-running tasks, scheduled operations, third-party integrations, and AI pipelines.

You'll learn how to model reusable tasks, trigger and chain executions, wait for events, configure queues, and master retry and idempotence strategies.

By the end of the course, you'll be able to integrate Trigger.dev into a Node.js application, secure environment variables, monitor executions, and resolve common issues without compromising the reliability of business processes.

This training also covers deployment, testing and production environments, CI/CD automation, as well as the performance and observability best practices necessary for a controlled production rollout.

Like all our training courses, this one will introduce you to **the latest stable version** of the technology and its new features.

Objectives

- Install and configure Trigger.dev in a TypeScript application

- Design reliable, chained, and configurable asynchronous tasks
- Manage timeouts, scheduling, queues, and concurrency
- Implement retries, idempotence, and error handling
- Deploy and monitor Trigger.dev workloads in a production environment

Target Audience

- TypeScript developers
- Node.js developers
- Full-stack developers
- DevOps Engineer
- Software Architect

Requirements

- Proficiency in the fundamentals of JavaScript or TypeScript
- Experience developing APIs with Node.js
- Knowledge of asynchronous mechanisms, promises, and HTTP requests
- Experience with Git and environment variables

Technical Prerequisites

- Installation of Node.js 20 LTS or a compatible later version
- Installation of an IDE such as Visual Studio Code and a command-line terminal
- Trigger.dev account with access to a demo project
- Stable internet connection allowing for the installation of npm dependencies

Trigger.dev Training Program

[Day 1 - Morning]

Fundamentals and task architecture

- Trigger.dev's role in an application architecture and use cases for asynchronous processing
- Principles of tasks, executions, payloads, outputs, and execution context
- Installing the SDK, initializing a project, and configuring trigger.config.ts
- Local development with the CLI, triggering a task, and reading logs
- Structuring a TypeScript task, validating inputs, and managing dependencies
- Hands-on workshop: Initializing a Trigger.dev project and creating a task to process user registrations

[Day 1 - Afternoon]

Orchestration, expectations, and scheduling

- Triggering tasks from an API, a web application, or another task
- Chaining processes, utilizing results, and organizing parent-child executions
- Implementing wait mechanisms, timeouts, and workflow resumption
- Configure scheduled tasks for periodic operations and batch processing
- Design workflows tailored for imports, notifications, synchronizations, and AI pipelines
- Hands-on workshop: Build a scheduled data synchronization workflow with waiting and notifications

[Day 2 - Morning]

Reliability, Concurrency, and Monitoring

- Understand the execution lifecycle, states, cancellations, and expirations
- Configuring retries, analyzing errors, and defining a recovery strategy
- Ensuring idempotence to prevent duplicates in distributed systems
- Mastering queues, concurrency, and external resource throttling
- Using the dashboard, logs, and traces to diagnose an incident
- Hands-on workshop: Making a simulated payment process reliable using idempotence, retries, and queues

[Day 2 - Afternoon]

Deployment and Scaling

- Managing environment variables, secrets, and differences between development, testing, and production
- Preparing a deployment with the CLI and versioning tasks in a controlled manner
- Using staging, production, and preview environments
- Automating deployment with a CI/CD pipeline and secure access tokens
- Compare cloud-based and self-hosted approaches; define operational responsibilities
- Hands-on workshop: Prepare and deploy a complete workflow, configure secrets, and simulate production operations

Target Audience

This training is intended for both individuals and companies—large or small—that wish to train their teams in a new advanced IT technology or to acquire specific business knowledge or modern methodologies.

Prerequisites

The assessment process upon entering the training program complies with Qualiopi quality standards. Upon final enrollment, the learner receives a self-assessment questionnaire that allows us

assess their estimated proficiency with various types of technology, as well as their expectations and personal goals for the upcoming training, within the limits imposed by the selected format. This questionnaire also allows us to anticipate certain connection or internal security issues within the company (intra-company or virtual classroom) that could pose challenges for monitoring and ensuring the smooth operation of the training session.

Teaching Methods

Hands-On Training: 60% Practical, 40% Theoretical. Training materials distributed in digital format to all participants.

Organization

The course alternates between theoretical input from the instructor—supported by examples and reflection sessions—and group work.

Assessment

At the end of the session, a multiple-choice quiz is administered to verify that participants have successfully acquired the skills.

Certification

A certificate will be issued to each trainee who has completed the entire training program.