Developers play a vital role in securing code – they understand their own codebase best, and they are the ones that are responsible for fixing security bugs that come up during the lifetime of the product. Despite playing such a pivotal role in security, they are often neglected. At Splunk, we developed ProdSecCTF, which aims to educate developers in identifying security bugs in their own codebase. We do this through an onboarding training program for newcomers, with wargaming elements to enhance learning. Here, we describe different classes of vulnerabilities, show them real examples of such violations in Splunk’s own codebase, and give them hands on challenges (on both exploiting the bug and fixing the bug). We verify their solutions automatically, Capture-the-Flag style. Participants felt that the course was useful in understanding how to exploit and fix security issues but felt that the hints gave away the answers too quickly. The training program has since been put into production, and we aim to make it even more accessible and enjoyable in the future.