

Glen Cheney

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SUMMARY

- Over 14 years of experience building frontend websites and applications.
- Passionate about performance and delightful interactions.
- Self-motivated developer with strong organizational and communication skills.
- Open-source contributor.

SKILLS

TypeScript, React, Next.js, CSS, Design systems, webpack, Rollup, Gulp, Jest, Mocha, Chai, Karma, Git

EXPERIENCE

Lyft, San Francisco (remote) — *Staff software engineer, frontend, Fleets*

AUGUST 2022 - PRESENT

Strategic Leadership & Vision:

- Created Lyft Frontend Vision 2024-2026 through collaboration with senior ICs and EMs, gaining senior leadership approval and achieving first-ever inclusion of frontend recommendations in Infrastructure org planning guidance, impacting 23+ team roadmaps.
- Led the Frontend Working Group, driving frontend community initiatives across the company and establishing technical standards.

Technical Leadership:

- Served as technical lead for Express Drive's internal tool deprecation (4-year project), driving long-term technical roadmap across 2 product areas, leading weekly cross-functional meetings, and reducing tooling fragmentation for operations teams.
- Developed new Fleet UI library as part of long-term modernization strategy, achieving adoption across 8 microservices with 500+ total imports while simplifying maintenance and providing migration path from deprecated libraries.
- Researched and published a new protobuf interface definition library after identifying pain points with existing tooling, exploring code generators, and building consensus across teams. It's now used by 31 frontend services with 1500+ total imports across the company.
- Standardized Fleets org frontend services technology and practices, improving local development cold-start times by up to 60% for 3 services and enhancing testing workflows.

Community Building:

- Established tech document review forum within Fleets org to improve code quality and knowledge sharing.
- Provided extensive code reviews and mentorship to 7-10 engineers, including many performance and promotion coaching sessions through Lyft's formal Diversity & Inclusion Group program.
- Contributed to frontend tooling and served as early adopter for design system and microservice updates, providing critical feedback to platform teams.

Lyft, San Francisco — *Software engineer, frontend, Express Drive*

SEPTEMBER 2018 - AUGUST 2022

- Frontend lead and owner on many projects for Lyft's Express Drive (XD) team.
- Joined the Frontend Working Group (frontend-focused group improving all things frontend at Lyft) as a contributor, then became the representative for the Fleets org, then the lead for the Technology grouplet.
- Led rearchitecture of reservation flow system, reducing Largest Contentful Paint by 2.8s and First Contentful Paint by 78%, while implementing analytics improvements and mentoring 2 frontend engineers
- Drove frontend technical investments for the team(s) via brainstorming and prioritization.
- Created an extensible suite of settings pages for all the types of 'capabilities' the Fleet Platform supports (like Express Drive, Hubs, geographic regions, etc.). This allowed server engineers to add new settings in the future w/o a frontend engineer.

- Lead the rental start/end redesign project writing a detailed technical spec; seeking alignment from Operations, Product, Design, and Server; and delivering a feature that tracks historical records of a vehicle's state & damages.

Odopod, San Francisco — *Senior Developer*

JANUARY 2015 - AUGUST 2018

- Architected build systems and processes to standardize and streamline the development of client projects (e.g. webpack, gulp).
- Spearheaded open-sourcing our code library, actively maintaining it on GitHub and npm.
- Created a car configurator for Tesla Kiosks which launched in 100+ Tesla dealerships nationwide.
- Created a watch + strap configurator for AP that allows visitors to pick their favorite case/strap combination and share it.
- Redesigned the watch browser for AP, adding a favoriting feature and filtering for 20+ facets from over 500 models.
- Built store finders with Google Maps for Dolby, Gather, and Hennessy utilizing Google's Autocomplete and Geocoder.
- Created an internal company directory app using React + Redux for Odopod showing employee information and a seating map.

Odopod, San Francisco — *Developer, level 2*

APRIL 2013 - JANUARY 2015

- Created a configurator using Google's Closure library for Google Glass.
- Started the Odopod code library, a collection of vanilla JavaScript components used in Odopod web projects.
- Worked closely with Google in Angular 1.x to create their hardware store (store.google.com).
- Developed new immersive experience pages for Hennessy and Audemars Piguet.

Odopod, San Francisco — *Developer*

JUNE 2012 - APRIL 2013

- Created a foundation and templates for SpaceX.
- Worked with a team of engineers to build the responsive frontend for sony.com.

OPEN SOURCE PROJECTS

Shuffle — <https://shuffle.js.org>

CATEGORIZE, SORT, AND FILTER A RESPONSIVE GRID OF ITEMS

- Open source npm package with ~10,000 monthly downloads.
- Have been improving and maintaining it since 2012.

Odopod Code Library — <https://code.odopod.com>

VANILLA JAVASCRIPT COMPONENTS USED IN ODOPOD WEB PROJECTS

- 30 packages published to npm.
- 100% code coverage.
- Represents years of iterations on Odopod's commonly used JavaScript.

CSS Nano Minifier — <https://cssnano.vercel.app>

DRAG AND DROP CSS MINIFICATION WITH CSSNANO

- TypeScript, CodeMirror integration.

EDUCATION

Rochester Institute of Technology, Rochester, NY — *New Media Interactive Development*

SEPTEMBER 2008 - MAY 2012

B.S. in New Media Interactive Development