Chris Bentivenga

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Overview   Senior frontend developer with extensive TypeScript and React experience, based in Seattle.

Work

Lyft
June 2016 to June 2019

Frontend Engineer - Open Platform Team
- Lead frontend developer for Lyft's Open Platform initiative, which allows autonomous vehicles to provide rides on Lyft's ridesharing network. To date, we've provided over 30,000 autonomous rides with our partner Aptiv in Las Vegas. This is the world's largest public Autonomous pilot.
- Responsible for building frontend tools to facilitate operational needs of fleet (I.E real time insight into fleet health and performance). These tools enhance research speed, safety and compliance.
- As the lead frontend developer, I am responsible for designing high level architecture, roadmap- ping, developing features, growing the team (hiring and onboarding), and working closely with cross functional partners to deliver a complete solution.
- Additional details covered by NDA.

Frontend Engineer - Internal Productivity
- As a member of this team, I led our frontend development and was the primary interface with partner teams for both requirements managment and ongoing support needs.
- Projects I contributed to as a member of the team include our internal corporate directory, OKR aggregation tools, auto-generating documentation site and compensation dashboard.

Frontend Engineer - Observability
- While on this team, I owned our Grafana instance, developing a custom Grafana plugin for work- ing with Wavefront. Developed an internal portal for surfacing infrastructure events from various services to support live site issues (Envoy metrics, Jenkins deploys, PagerDuty alarms).
- Supported other teams in creating alarms and dashboards for their services.

Other Notes
- Part of on-call rotations for all teams I was a member of, including non-frontend systems.
- Assisting in the Seattle internship pilot. This includes attending all interview debriefs for interns to help calibrate the new interview category, on campus recruiting and mentoring an intern.

Microsoft
June 2013 to April 2016

Software Engineer II - Gig Jam
- Created a multi-platform application using web technologies (TypeScript, KnockoutJS, HTML, LESS, Cordova) and native platform extensions (Cordova plugins).
- Developed infrastructure to support our cross platform development needs, ensuring that the entire team could develop for iOS in a Windows heavy environment. This included converting and supporting a move from MSBuild to Gulp.
- Managed two contingent developers, scheduling work, reviewing deliverables and growing their technical abilities, helping them to contribute even more within the team.

SDET/SDE - Enterprise Client Management Team (Configuration Manager and Intune)
- Worked on ensuring quality releases of Intune. This included testing for the migration from an internal legacy data center system with extensive SQL usage to Azure.
- Developed automation for testing application installation scenarios. Most notable, created a tool that allowed for the creation of arbitrary application packages, increasing testing efficiency.
- Worked with OS group to support our products with initial Windows 10 launch.

Skills

Experienced: TypeScript/JavaScript, React, Python, Git, Webpack, AWS
Familiar: Wavefront, C#, PowerShell, Salt, PagerDuty, Azure

School

Rochester Institute of Technology
2009-2013

B.S. in Software Engineering, Minors in Computer Science and Psychology

Awards

Boy Scouts of America
Earned 2006

Eagle Scout