Glen Simon

Senior Software Engineer,
Indeed Inc

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Languages

- TypeScript
- JavaScript
- HTML / CSS
- C#
- Python

Technologies

Development: React, Storybook, Apollo Client, MUI, Emotion, NextJs, GraphQL, I18n, Mock Service Worker

Testing: Jest, Testing Library, Test Cafe, Chromatic, Enzyme, Pa11y, Puppeteer, Moq

Tools: Datadog, SonarQube, Chromatic, Vercel, Azure Portal, Azure DevOps, Azure Application Insights, Visual Studio, Visual Studio Code

Other: Git/Github/GitLab, Github Actions, Docker, Kubernetes, LaTeX

Skills

Leadership • Project Management • User First Thinking • Collaboration • Mentorship • Written & Verbal Communication • Problem-Solving • Accountability • Empathy

Working Experience

2024 - Now **Senior Software Engineer** Indeed Inc

Led a team of engineers with agile-style meetings and demonstrated proficiency in decomposing and managing complex tasks to drive simultaneous projects and meet deadlines effectively.

Promoted team learning and advancement by providing regular and frequent learning opportunities such as: topic deep dives, shadowing, code pairing sessions, and open office hours.

Collaborated cross team to deliver wide spanning, high priority initiatives that were considered business critical.

2022 - 2024 **Software Engineer 2** Indeed Inc

Developed and maintained an ecosystem of reusable modules that enhance job search, filtering, selection, and grouping experiences that are used on over 15 product surfaces and service over 4 million sessions a week.

Focused simplicity and clarity with all deliverables leading to a fully documented, self-service integration style that was often commended for its ease of adoption.

Utilized a range of tools to ensure a high code quality and excellent user experiences resulting in an average of less than 0.25% of sessions experiencing an error.

Leveraged in-depth logging and custom dashboards for real-time usage and statistics monitoring, facilitating data-driven decision-making.

2019 - 2022 **Software Engineer 2** TechSmith Corporation

Developed websites, single page applications, micro front-end components, and component libraries.

Created, extended, and maintained .Net APIs and web jobs.

Reduced daily authorization token requests from thousands to a single request per app by refactoring large portions of code and implementing a double layer caching system that could effectively handle scaling.

Integral in the architecting and implementation of a system designed to offer cloud-driven in-app content for our desktop products.

Education

2017 – 2019 **Master's Degree - Computer Science** Michigan State University
Focus on evolutionary algorithms, artificial neural networks, autonomous systems, and computer networking. GPA: 3.95

2014 – 2016 **Bacholer's Degree - Computer Engineering** Michigan State University
Cum laude, Dean's List, GPA: 3.87

Projects

2020 – 2023 **Foundry VTT Modules**
Developed and actively maintained free to use modules that add additional functionality to a popular virtual table top system. Remained active in the community to address bug reports, feature requests, and offer regular updates.

Publications

2019 **Applying Evolution and Novelty Search to Enhance the Resilience of Autonomous Systems**
M. A. Langford, G. A. Simon, P. K. McKinley, and B. H. C. Cheng
IEEE/ACM 14th International Symposium on Software Engineering for Adaptive and Self-Managing Systems (SEAMS), Montreal, QC, Canada

2018 **Evo-ROS: Integrating Evolution and the Robot Operating System**
G. A. Simon, J. M. Moore, A. J. Clark and P. K. McKinley
Proceedings of the Genetic and Evolutionary Computation Conference, Kyoto, Japan

2017 **Evo-ROS: Integrating Evolutionary Robotics and ROS (poster summary)**
J. M. Moore, A. J. Clark, G. A. Simon and P. K. McKinley
Proceedings of the IEEE/RSJ International Conference on Intelligent Robots and Systems, Vancouver, BC, Canada