

# CV

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## glenna

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[@glennersboofy](#)

Engineering manager, iOS and React Native Engineer, Women Who Code Director

## Technical Skills

- Advanced: Swift, Objective-C, iOS, Xcode, git
- Intermediate: gdb, lldb, fastlane, React Native, JavaScript/TypeScript, JSX/TSX
- Beginner: Android, Jenkins, C/C++

## 8fit

*health & fitness app*

### Engineering Manager, Frontend (mobile/web), 2019-present

- Mentorship of team members on: onboarding on the mobile project (code, processes, tooling), balancing workload and improving sense of productivity, learning the web build infrastructure, technical evaluation and implementation of new features.
- Maintained team collaboration and motivation of the frontend through team bonding activities.
- Fostered team accountability and ownership through a culture of continuous code and product ownership resulting in lower error, warnings, and bugs in the code bases
- Ensured timely delivery of features, bug fixes, technical improvements and releases by
  - Coordination and distribution of technical tasks between squads.
  - Improving the feature development and release process by working with QA to establish metrics to learn where we can improve
- Established and owned the Engineering and Product relationship with our Customer Support team by triaging incoming issues and escalating them to for prioritization, implementation, and follow up
- Responsible for the success of an initiative to merge our web and mobile teams, which involved onboarding to the web project myself, as well as establishing and roadmapping a path to reach parity with mobile processes

**Senior Software Engineer, Frontend (mobile/web), 2019-2019**

- Served as the engineering lead of a cross functional squad with 4 engineers
- Collaborated with product team to prioritize and evaluate new features, functionalities, and on-going code maintenance (i.e. refactoring, SDK updates, iOS and Android update compliance)

**COUP**

*an e-mobility platform*

**iOS Engineer, 2018-2019**

- Collaborated with design and backend to implement new features throughout the app
- Developed tooling to improve the dev workflow, e.g. automating the localization workflow
- Utilized knowledge of platform features to recommend new features to the product team, and collaborated with various teams to kickstart feature design
- Refactored our networking stack to improve usability for multiple clients
- Collaborated closely with the hardware and backend teams to implement the MVP support of a new communication technology with the scooters

**Wooga**

*a free-to-play casual mobile game studio*

**Engineering Lead, 2015-2018**

- Led a team of 4 engineers on Jelly Splash, a live mobile game, shipping updates and new features to over ~500k DAU
- Advised on studio and company-wide technology and engineering issues and processes (e.g. sharing tech across games, and developing a workflow to promote sharing more tech)
- Represented Wooga as a speaker at gaming and tech industry events and conferences

**iOS Engineer, 2015-2018**

- Implemented new features in the game, ranging from game play elements to implementing systems and UI for time-limited events, offers, and sales to SDK updates to iOS or Android specific features
- Collaborated with product team to prioritize and evaluate new features, functionalities, and on-going legacy code maintenance (i.e. refactoring, SDK updates, iOS and Android update compliance)
- Improved and maintained build and Jenkins CI systems

- Supported Jelly Splash team member artists and designers with maintenance of self-service tools

## Apportable

*creators of a platform to compile Objective-C to a native Android binary to enable cross-platform development for iOS developers*

### iOS Engineer, 2013-2015

- Worked with some of our biggest clients managing the prioritization of features and bug fixes in our platform
- Worked on dozens of top 100 games on Google Play and developed new Android features for games to be debuted with at Google I/O
- Implemented new Android and iOS features in our platform using our BridgeKit technology (an Objective-C wrapper around JNI) and other technologies, which were shipped to all clients
- Worked with Apple's open source Core Foundation: CFLite, and gained deep knowledge of Objective-C, the runtime and the iOS platform

## Blazing Cloud

*a tech consulting firm focusing on web and mobile*

### iOS Engineer, 2012-2013

- Learned iOS development through a 6 month internship
- Built new features and fixed bugs on a photo sharing app, which had a lot of networking code to batch and upload photos and worked off/online
- Built a fitness app from scratch, and through this process learned the app submission and other Apple processes, although the app never launched
- Worked as a consultant for another company, where I started working on mobile games and learning Android development

## Conferences/Talks

- NSSpain 2019, [From IC to EM: navigating the management path](#), [slides](#), [video](#)
- UIKonf 2019, [Rolling your own network stack](#), [slides](#), [video](#)
- Young Innovators Camp 2018 participant, Heilbronn, [yic.camp](#), team placed 4th lolz
- TechRec Berlin 2018, [Panel Discussion: Developing the culture of diversity and inclusion in tech](#)

- [We Rise Berlin Leadership Summit](#), 2018 - Emcee and [Organizer](#)
- Altassian Summit 2018, Fireside Chat - Pledge 1% and the importance of supporting non-profits (on behalf of Women Who Code)
- Quo Vadis 2018, [Bringing More Girls Into Tech And Games: What We Did, And What You Can Do!](#)
- Women Empowerment Conference at Institute for Cultural Diplomacy 2018, [Women Who Code Overview](#)
- #pragma Conference 2017, [ARKit](#) - [slides](#), [repo](#), [video](#)
- try! Swift NYC 2017, [ARKit](#) - [slides](#), [repo](#), [video](#)
- PG Connects London - [Shipping Casual Mobile Games](#) panel, 2017
- Womenize 2015, [A Day in the Life of A Game Developer](#)
- Meetup Talks
  - [Let's build a game!](#), 2016
  - The debugger is your friend - [2015](#), [2017](#)

## Open Source Contributions

- [React Native](#), 2019
- [swift](#), 2017
- [swift-corelibs-foundation](#), 2017
- [Mozilla Firefox](#), 2013
- [cocos2d-objc](#), 2013

## Community Involvement

- [Women Who Code Berlin](#), *Director*, 2016-current, [meetup page](#)
- Girls' Games Workshop, *Co-Founder*, 2016-current, [blog](#), [article](#)

## Education

- Vanderbilt University, *M.S. Computer Science*, 2010-2012
- Murray State University, *B.S. Applied Mathematics* (Summa cum Laude), 2006-2010