# Petr Glaser

**Staff Software Engineer (Frontend)**

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## Education

**High school - Information Technology**
Secondary technical school, Třebíč

📅 Sep 2012 - Jun 2016

## Skills

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| **Areas:** | Front-end \| Web \| Functional Programming \| DX \| Accessibility \| QA Automation |
| **Programming:** | Typescript \| JavaScript \| HTML \| CSS \| SCSS \| Haskell \| Python |
| **Technologies:** | React \| Next.js \| GraphQL \| Nx Monorepo \| Git \| Github Actions \| Jenkins \| Node.js |
| **Languages:** | Czech native \| English B2+ \| German A1 |
| **Soft skills:** | Public speaking \| Event organising \| Lecturing \| Flexibility \| Strategic thinking |

## Experience

**Lisci**
Staff Software Engineer

📅 Jul 2022 - Ongoing

I help define the tickets with a strong focus on the user and accessibility so that we provide a great user experience. Sometimes we need to revisit our decisions based on user data and I aim for basing our decisions on the user's needs!
Together as a team we defined an approach to speeding up page loading. This resulted in the reduction of page load time from 20 seconds to less than 2 seconds. We used best practices and measured their output (Apollo caching) and some of them were found unnecessary for our use case (getServerSideProps didn't help as it blocks rendering and we plan to use skeleton elements in future updates).
*With lisci we want to revolutionise how Life Science companies approach the way of managing, storing & externalising their knowledge, as well as how they educate and develop their employees.*

**DHL (Systeum)**
Senior Software Engineer

📅 Jul 2021 - May 2022

I am leading a transformation to better developer experience - updating legacy code, improving CI and adding tools that prevent bugs with proper research to best fit our use-case in sprint-based development.
I am responsible for releases including the preparation of documents for management and checking with the team if everything is ready.
*User management platform that provides login and rights to other systems in the company. Critical infrastructure needs to be as stable as possible.*

**Deltatre**
Senior Software Engineer

📅 Feb 2020 - June 2022

I am a developer of reference application as well as the customised version for client. Focused on performance and developer experience to make improvements faster and safer.
Engineer in a larger software team with a focus on Web and TV platforms. We introduced heavy optimisations in React and algorithms on the front end with supportive tooling to catch possible problems.
*User experience platform for powering and controlling OTT sports and entertainment platforms. B2B product with multiple platforms provides others with the option to be like Netflix with their own content.*

### FlowUp 📅 Aug 2018 – Feb 2020
Front-end Developer

I introduced Nx Monorepo to the codebase so that it would build and test only for the changed/affected part of the code. Code share between 4 applications (2 mobile and 2 web apps) was 80 %, which made development fast.
*Multiplatform application with shared code between a mobile app and a web app.*

I developed an advanced video player, with real-time clip-making entirely on the front end.
*Football analysis application with machine learning to track the match without human intervention.*

### SolarWinds 📅 May 2018 – Jun 2018
Front-end Developer

I created accessible components for multiple company products.

### TechFides 📅 May 2017 – Apr 2018
Front-end Developer

I lead application transformation from a mix of PHP and React to pure React with connection to APIs.

# Activities

**Public speaking:** {WAC} | NgBeer | ComicCon | Festival Fantazie

I am actively speaking about programming and related technologies. I also participate in Toastmasters Club to further improve my speaking skills. Since 2016 I have been a speaker at Festival Fantazie, which is a multi-fandom convention about fantasy, sci-fi, and pop culture, similar to ComicCon.

**Lecturing:** Programming | Testing | Work ergonomy and wellbeing

As programmers, we always need to move forward in order not to stay behind. I love to share my knowledge with others and lead them forward with new technologies. But it is not just about technologies, we need to stay healthy and have an ergonomic workspace, so I gave a public speech on this topic, too.

**Board games:** Dungeons and Dragons | Deck building | Strategy

We play board games or Dungeons and Dragons every week. I am not just a participant, but also an organiser and previously dungeon master in a long-term campaign for our group. We have been in the same group of friends for more than 4 years.

**Reading:** Fantasy | Sci-fi | Horror | Programming | Self-improvement

I have been reading books since I was 7 years old. In the past, it was mostly fantasy, sci-fi and horror. This later transformed into self-development books about programming, mind maps, and self-improvement. Every day I read at least one article or a few pages of a book.

**Crafting:** 3D printing | Keyboard | Miniature painting

All of these hobbies need a lot of patience. Sometimes when things go wrong you also need to keep calm and properly react depending on the situation, either fast reaction or thinking about possible solutions to the problem. Problem-solving, planning and thinking ahead are really important and I am glad that I can learn in this way.