Lyra Naeseth

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 silverlyra

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Fable

Software Engineer
June 2021 – May 2023

- Designed and created the AWS production environment, including CI/CD, storage, GPU compute, traces and metrics
- Improved maintainability and reliability by introducing new type-safe development patterns, integrated with observability
- Redeveloped video and image exports, serving as PM and engineer to improve the product for users
- Rebuilt billing features for better safety and data integrity
- Coordinated with engineering director to oversee the team

Medium

Principal Engineer
May 2019 – March 2021

Staff Engineer
November 2018 – May 2019

Senior Engineer
March 2017 – November 2018

- Led the core infrastructure team in designing and building a new Kubernetes-based production platform, migrating dozens of services and all production traffic
- Led final delivery and high-profile launch of Medium's profile redesign, coordinating across roles and departments
- Designed, implemented, and documented a framework for Go microservices, improving velocity and maintainability, and helping onboard engineers without prior Go experience
- Rewrote the inner layer of Medium's node.js monolith, solving tail latency issues and cutting memory usage in half
- Developed and maintained internal tooling for development, deploys, observability, and incident response
- Grew and nurtured the company culture and engineers' technical understanding through writing and presenting

Thumbtack

Software Engineer
September 2010 – June 2014

- Designed and implemented an analytics and A/B testing system which drove user growth
- Engineered a structured consumer request system to streamline matchmaking
- Designed and implemented the site's HTTP routing layer
- Designed an authentication framework for secure one-click sign-on, reducing abandonment

Carleton College

September 2006 – June 2010

B.A. Computer Science, *magna cum laude*