

Thomas M. Gleiforst

314-732-7456 | thomas@gleiforst.com | Kirkland, WA

PROFESSIONAL SUMMARY

Senior Software Engineer with 5+ years owning features end-to-end across high-traffic production systems — from architecture and implementation through deployment, observability, and continuous improvement. An early and disciplined practitioner of AI-assisted development: using GitHub Copilot, Windsurf IDE, and multi-agent cloud workflows in production-grade ways daily, not experimentally. Experienced technical lead with a track record of mentoring engineers, driving code quality, and raising the engineering bar across cross-functional teams. Strong in React, TypeScript, and Next.js, with growing Azure exposure and a consistent bias toward ownership and measurable outcomes.

EXPERIENCE

AT&T

Lead Software Engineer / Technical Lead

January 2025 – Present

- Use AI-assisted development tools — GitHub Copilot, Windsurf IDE, and cloud-based agentic coding workflows — in a disciplined, production-grade way across the full development lifecycle.
- Developed custom AI-powered workflow skills for Windsurf IDE, enabling teammates to apply consistent patterns through natural language to generate knowledge vaults and LLDs — reducing ramp time and enforcing standards at the point of development
- Delegate story implementation to multiple cloud-based AI agents in parallel, compressing delivery timelines while personally driving architecture decisions and high-impact, complex features
- Produce AI-assisted Low Level Design documentation for epics, reducing ambiguity and aligning a 9-engineer cross-functional team before implementation begins
- Conduct approximately 20–30 technical interviews per year for senior and principal developer lead candidates, consistently raising the hiring bar across the organization
- Piloted an integrated operating model uniting business, product, research, analytics, design, and content leads — improving cross-functional alignment and reducing handoff friction across the delivery cycle
- Planned and delivered at least 3 end-to-end epics per Program Increment, partnering with release management, performance testing, and site reliability to maintain smooth bi-weekly production releases

Senior Software Engineer

July 2022 – January 2025

- Owned a new offers page construct end-to-end — architecture, implementation, A/B experimentation, and production monitoring — serving 250k users/month with a 14% engagement rate
- Designed and ran A/B experiments using feature flag-driven development to safely ramp features, instrument behavior, and iterate rapidly from real usage telemetry
- Architected a shared component library of 65+ reusable components, establishing the patterns and governance that multiple product teams built on top of
- Optimized legacy frontend code, improving Largest Contentful Paint (LCP) by 20% and achieving an 'A' accessibility rating — treating performance and accessibility as systemic, production-quality concerns
- Decreased production defect rate by 80% through rigorous code review culture, unit test creation, and consistent engineering standards
- Accelerated feature delivery 50% faster than traditional scrum cadence by championing a standalone Kanban model and driving toward leaner, faster deployment cycles
- Built and maintain a Chrome extension adopted across the wider AT&T CTX org — streamlines debugging, enables production testing, and automates repetitive workflows for engineers, QA, and non-technical business partners

Technology Development Program – Engineer I

May 2021 – July 2022

- Centralized shared component architecture, removing 1,000+ lines of duplicate code and standardizing design decisions across teams
- Introduced granular chunk-based page loading to improve rendering performance across high-traffic customer experiences
- Debugged build and pipeline issues to maintain continuous deployment to dev and test environments

Technology Development Program – Intern (Remote)

June 2020 – August 2020

- Refactored a plain HTML/JS site into a full ReactJS dashboard with improved structure and maintainability
- Built a React Native app focused on accessibility and customer-first design

Missouri S&T Mars Rover Design Team

Software Architect

August 2018 – May 2021

- Led migration of a C# WPF codebase to ReactJS + Electron, owning architecture decisions and mentoring the front-end team through the full transition
- Architected a multi-monitor, real-time desktop control application under strict hardware constraints — designing for reliability, performance, and maintainability
- Performed thorough code reviews across all repositories and taught 20 new developers agile, ticket-driven development practices
- Coordinated multidisciplinary communication on requirements, constraints, and design decisions across engineering disciplines

EDUCATION

Missouri University of Science & Technology

B.S. Computer Science & B.S. Computer Engineering | GPA: 3.896 / 4.000

SKILLS

Languages: JavaScript, TypeScript, Python, NodeJS, HTML/CSS, ES6, C++/C#, Java

Frameworks: ReactJS, NextJS, Electron, Nrw1 NX (monorepo), Bit.dev, Sanity.io, AEM 6.4, Jest, Redux, Robot Framework

Tools: Jira, ADO, Git/Bitbucket, Quantum Metric, Dynatrace, ELK, Redis, Figma, GitHub Copilot, Windsurf IDE, Azure (DevOps/ADO)

Methodologies: Scrum, Kanban, SAFe Agile (SAFe 5 Certified Agilist)

Additional: Web performance optimization, accessibility (WCAG), A/B testing & experimentation, feature flag driven development, AI-assisted technical documentation, multi-agent cloud development, component library architecture, observability (Dynatrace, ELK), Chrome extension development, IDE skill authoring, technical interviewing (20–30 senior/principal candidates/year)