Top Skills

Healthcare
Open Source
Mozilla

Languages

English (Native or Bilingual)

Publications

APNG Specification

Stuart Parmenter

Investor, Advisor. Former CTO at One Medical
San Francisco Bay Area

Summary

As a technology executive with more than 26 years of experience, I have established a record of building and leading high-performing technology organizations. My career spans from helping create the early internet at Netscape and Mozilla to transforming healthcare for millions of people. Throughout this journey, I've successfully scaled teams from founding stages to over 500 people, adapting leadership approaches at each growth phase while preserving mission-driven cultures.

My leadership approach combines technical expertise, a passion for creating intuitive experiences that delight users, and strategic business alignment.

Currently, I am selectively engaging in angel investing while considering advisory and board positions where my experience can benefit companies with promising growth trajectories.

Experience

Kimono.
Advisor
January 2025 - Present (5 months)

One Medical
8 years 3 months

Chief Technology Officer
July 2021 - April 2024 (2 years 10 months)
San Francisco Bay Area

Lead a team of 500+ people all aspects of technology across One Medical including Engineering, Product Management, Product Design, Analytics & Data Science, IT, and Security functions. These were collectively responsible for scaling the technology innovations that underpin One Medical's reinvented

primary care experience. These include the full digital member experience and our in-house electronic medical record (EMR) system.

Helped ensure a sucessful acquisitions and integrations through both One Medical's acqusition of Iora Health ($2.1B) in 2021 and Amazon's acqusition of One Medical ($3.9B) in 2023.

VP Engineering
February 2016 - July 2021 (5 years 6 months)
San Francisco Bay Area

Responsible for all of the software that we develop internally and the quality of that software. That includes the web, iOS, and Android apps that our members use as well as our own home-grown EMR (Electronic Medical Records) system and practice management tools that our providers, admins, phlebotomists, and operations teams use to power our clinics and virtual care services. I am also responsible for our Data Warehouse powering analytics for the company.

Grew the team from around 20 people when I joined to over 140, completely transforming our engineering team and capabilities while still maintaining the amazing mission driven culture that we have.

From October 2020, also lead the corporate IT team of around 40 people responsible for all of One Medical's corporate networks and computers.

Rise Labs, Inc. (Acquired)
Co-Founder & CTO
April 2013 - February 2016 (2 years 11 months)

Rise was a coaching platform that connected people with dietitians and helped them change their relationship with food. We focused on delivering lower cost, higher quality coaching using tiny habit forming techniques and daily micro-interactions to deliver amazing results. We were featured in many publications and were a regularly featured app in the Apple App Store.

Raised our seed round from top tier VC firms including Floodgate, Cowboy Ventures, Google Ventures, and Greylock. We achieved over $1MM ARR in our first year of operation.

Like many startup founders, I wore many different hats and did whatever needed doing. I built the initial mobile app, coaching platform and backend

services. I also hired the engineering team, ran IT, HR & benefits, accounting, legal, growth & advertising, etc.

Successful exit through acquisition to One Medical.

Mozilla Corporation
8 years

Director of Future Browsing
August 2011 - April 2013 (1 year 9 months)
San Francisco Bay Area

Founded and built a small team exploring what next generation browsing might look. We prototyped a new class of "mobile browser" with a focus on search, social, and discovery that would allow users to seamlessly move between all the devices in their lives.

Director of Mobile
June 2009 - August 2011 (2 years 3 months)
San Francisco Bay Area

Led the team responsible for creating Firefox on Android. I hired and managed a geographically distributed team of around 35 people covering both the front-end (JS/HTML/CSS) and back-end parts (C/C++) of the web browser.

My responsibilities included setting direction, hiring, engineering management, processes, product strategy, coordination of execution between various groups, and making sure it all came together as planned. Also drove partnerships with various mobile phone manufacturers.

Tech Lead & Manager, Mobile
April 2008 - June 2009 (1 year 3 months)
San Francisco Bay Area

Kick-started the effort to start bringing Firefox to mobile platforms. This was a stand-alone team within Mozilla which was set-up to understand the mobile space better and bring our browser to it.

- Built initial prototypes of Fennec (codename for Firefox on mobile) which was used as a base for future versions
- Led cross-organization performance effort to improve Gecko's performance on mobile platforms
- Drove the processes for defining product requirements and milestone scheduling
- Worked and coordinated with numerous external partners

- Was responsible for hiring and bringing on new people.

Programming was done in JavaScript, C++, and C.

Principal Software Engineer
May 2005 - April 2008 (3 years)
San Francisco Bay Area

Joining shortly after the Firefox 1.0 launch, my first project was to design and implement a new cross-platform graphics API enabling a new class of graphics capabilities on the web. Much of this work was done on top of Cairo, an open source 2D graphics library. In addition to hooking up this new graphics API to the whole browser, I also:

- Lead an effort to reduce Firefox's memory usage resulting in ~50% memory reduction.
- Co-authored APNG, an extension to the PNG image format allowing for animation. Added support to Firefox. Format now supported in all major browsers and is used in many places such as iMessages stickers.
- Helped standardize the <canvas> tag with Apple and WHATWG to provide an API for doing 2D graphics in web pages.
- Designed font selection algorithm to ensure that we render any text on a page that you have fonts for on your system

Oracle Corporation
Senior Software Engineer
November 2004 - April 2005 (6 months)
San Francisco Bay Area

I joined Oracle to work with several former colleagues on creating an open source calendaring extension to Thunderbird (email application). Oracle hoped to give their customers an alternative to Outlook.

Open Source Applications Foundation
Senior Software Engineer
September 2003 - October 2004 (1 year 2 months)
San Francisco Bay Area

Open Source Applications Foundation (OSAF) was focused on designing a new application to manage personal information including notes, mail, tasks, appointments and events, contacts, documents and other personal resources.

- Designed and developed a system for sharing calendars and contact information using WebDAV between multiple people

- Created an in-app RSS reader
- Designed and implemented an event-based asynchronous notification system and a background task scheduler to allow periodic running of tasks such as fetching email and updating RSS feeds
- Created an agent framework providing users with better control over what our application was doing in the background.

Netscape
Senior Software Engineer
June 1999 - July 2003 (4 years 2 months)
San Francisco Bay Area

Hired out of high school, I was one of the youngest employees at the company. I was featured in the PBS documentary Code Rush for my early involvement.

My main projects were:
- Keeping the UNIX browser at parity with the Windows version.
- Designing and building a cross-platform image decoding library supporting GIF, JPEG, PNG, ART and various other image formats. It dramatically sped up image rendering across all platforms and reduced both memory consumption and the number of network requests.
- Creating a client/server mobile web browser targeted at consumer devices ranging from phones to PDAs such as Palm and PocketPC.
- Lead developer on an experimental Playstation2 software project. Wrote a small 2D graphics library in C and fully ported NSPR (Netscape Portable Run Time) including the networking, threading, and file I/O sections.

_____