

ERIC LAWLESS

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OBJECTIVE

I like to solve interesting problems which impact highly visible software. I don't mind which tools I need to use or learn to do it. Recently I've focused on JavaScript UI engineering for the web and devices. I believe this is where I can currently have the greatest impact.

WORK EXPERIENCE

Senior User Interface Engineer, TVUI App Core 2015 – Present

Netflix, Los Gatos, CA

- Developed Netflix's next generation framework for TV platforms, using ES6 and ReactJS.
- Produced a number of tools to solve UI engineering problems (e.g. on-device unit test execution, JS memory instrumentation).

Senior User Interface Engineer, TVUI 2013 – 2015

Netflix, Los Gatos, CA

- Built core UI and A/B tested features for new Netflix application on TV platforms. This work won a Webby award for "Best UX".
- Developed novel JS libraries in use across multiple UI teams within Netflix (e.g. nearest neighbor LRUD navigation, lightweight threading).
- Interviewed and mentored new engineering hires.

Lead Developer 2012 – 2013

Big Viking Games, London, ON

- Managed a team of between 6 and 10 game developers working on both our core engine and our games.
- Prototyped and built our core engine technologies (client and server) in JavaScript. Shipped two games using this tech.
- Interviewed and trained all new engineering hires.

Junior 3D Software Developer 2011 – 2012

Side Effects Software, Toronto, ON

- Re-implemented/extended our general purpose shading language (VEX) compiler for Houdini 12 using C++/LLVM/Flex/Bison.
- Made major performance improvements (avg. 40x speedup to compilation).
- Created extensible framework for new language features, which was used to add struct support.

Software Developer 2009 – 2012

Exocortex Technologies, Ottawa, ON

- Developed core components of our tetrahedral and real-time fluid dynamics solvers in C++.
- Technical writing including provisional patents and SR&ED applications.

Security Research Assistant 2009

Carleton Computer Security Lab, Ottawa, ON

- Maintained and productized legacy research code in C and C++. Fixed many, many bugs.
- Developed visualization front-end for network traffic analysis tool using C++/Qt, used in several researchers' PhD work.

Web Developer 2008

Fenix Solutions, Ottawa, ON

- Developed a PHP CMS with first class i18n support with CakePHP and ExtJS. Used it to develop several medium traffic websites.

Graphic Designer, Production Team Lead 2004 – 2007

TDG Marketing, Brantford, ON

- Led a mixed team of 7 web developers and web designers. Oversaw creative direction for all projects.

TEACHING EXPERIENCE

Professor – INFO6025 Configuration and Deployment, INFO6029 Audio Programming 2013

Fanshawe College, London, ON

Invited Guest Lecturer – CCPS311 Introduction to Object-Oriented Design 2011

Ryerson University, Toronto, ON

EDUCATION

B.Sc. Honours in Computer Science 2010

Carleton University, Ottawa, ON

- Minor in Mathematics, Graduated with Highest Honours

REFERENCES

Ian McKay – Senior User Interface Engineer, Netflix, ian@avastmehearties.com

Christopher Shankland – Lead Developer, Big Viking Games, wehicle@comcast.net

Andrew Clinton – Technical Academy Award Winner, Engineer, Altera, ajclinto@gmail.com

Ben Houston – CTO and Founder, Exocortex Technologies, ben@exocortex.com