

Eric C. Lambart, Software Engineer

Based in Portland Oregon ✧ (503) 367 8547 ✧ resume(at)lambart(dot)net

Note to recruiters: It's unlikely I'll interested in any employment outside the Portland city limits, and I'm absolutely not interested in relocating to another state or metro area. Thanks!

OBJECTIVE:

Stimulating, *challenging* employment as a software engineer for an organization that values broad experience paired with the creativity of a quick yet careful mind.

PRINCIPAL SOFTWARE DEVELOPMENT SKILLS:

Full-stack application developer with extensive experience designing and creating web-based as well as installed applications, and the design and use of RESTful APIs. Firm grasp of object-oriented concepts and design. Strong believer in testing, and test-driven development (TDD). Adept at porting code between platforms; can debug and refactor complex code written by others. Extensive experience simplifying overly-complex code. At some jobs I've deleted more code than I've written. I am very adaptable and write carefully-designed, readable, testable, well-tested, and *well-documented* (when not self-documenting) code.

OTHER STRENGTHS:

Dedicated work ethic; work well under pressure. Problem solver. Very quick learner yet patient teacher. Excellent writing and editing skills in English. Good verbal communication skills (with individuals as well as groups). Can read, write and speak Italian and German fluently.

PROJECT HIGHLIGHTS:

- Full-stack development of social networking site for crossword puzzle enthusiasts, as a responsive, modern Javascript web application tied to a RESTful Java-based back-end.
- Designed and built many complex yet lightweight, highly-interactive, web applications using Javascript, Backbone, Underscore, HTML4/5, jQuery, DOM, CSS, AJAX etc.
- Front- to back-end refactoring of a social e-commerce system (including Facebook app) as well as a considerable amount of new feature development, which nevertheless resulted in a smaller codebase than when I started.
- Wrote (in C) an extension to the PHP language to provide an API for storing, querying and retrieving data from EsiObjects database servers.
- Wrote (in C, as a Linux GUI application) a clone of the Windows IDE for the EsiObjects language.

Languages / Standards

- Java, JSP, JSF, JEE/J2EE, EJB
- Object-oriented Javascript
- HTML5, CSS3, JSON, XML
- Regular Expressions (regex)
- SQL (Postgres, Oracle, MySQL, MS SQL Server)
- PL/PgSQL
- Ruby
- Bash shell scripting
- Python
- C
- PERL
- C++
- Pascal / Delphi

APIs and Frameworks

- JAX-RS 2 (Jersey, RESTEasy)
- Jackson
- Dropwizard
- JBoss/Wildfly
- JDBC, Hibernate / JPA
- Ruby on Rails
- jQuery, Backbone, Marionette, Underscore, Handlebars
- Swing / JFC
- GWT, AngularJS, GAE
- JUnit, TestNG
- GNOME, gtk
- POSIX, glib, glibc

+ too many more to list

Development Platforms

- Linux, UNIX
- Apple OS X
- MS Windows 3.1 - XP
- MS DOS 2.x - 6.x

Miscellaneous

- IntelliJ IDEA
- Eclipse
- git, Hg, svn
- vim
- VMWare, VirtualBox

and much more...

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RECENT EMPLOYMENT AND PROJECT DETAILS:

- **June 2014 - February 2016:** Software Engineer, [Castle Rock Associates](#) (Portland OR)
Full-stack engineer developing browser-based RESTful applications in the transportation sector. Created two completely different and complex touch-enabled web UIs from scratch for TG-Segments, one of Castle Rock's flagship applications (used by state and local agencies across the US to manage reporting of inclement weather conditions on highways). Maintained and improved numerous other applications, both modern (i.e. Web 2.0) and legacy (JSF). Wrote unit tests for new code as well as to isolate and identify complex, difficult to diagnose problems in "untestable" older code. Front-end tech: Javascript, CSS3, HTML5, Backbone, Marionette, jQuery, etc. as well as obsolescent systems such as JSF/JSP, Prototype. Back-end tech: JBoss 5/7/Wildfly, Tomcat.
- **April 2012 - Present:** Owner and principal developer, [Crucible](#) (Portland OR)
A social-networking site for cruciverbalists (crossword enthusiasts), developed as a part-time personal project to experiment with new technologies and maintain and improve my skill set. Web-based front end makes extensive use Backbone, jQuery, Underscore, etc. Back-end is Java-based, using Dropwizard as a highly-scalable, lightweight framework bringing together Jetty, Jersey, Jackson, and Hibernate to produce an extensive, well-tested, RESTful API.
- **August 2012 - June 2014:** Software Engineer, [Monsoon Commerce](#) (Portland OR)
Part of small team responsible for development, testing, maintenance and deployment of more than a dozen web applications essential to the operation of the business—both internal and customer-facing services (Ruby on Rails, PHP). Helped to port a mission-critical RESTful service from Rails to Java (Jersey JAX-RS, Amazon EC2, MongoDB). Some experience with Hadoop and Amazon S3.
- **May 2012 - July 2012:** Contractor, [iWonder Media](#)
UI development (Java, GWT, Google App Engine, VLC media player) for a web/social media startup with first-round funding.
- **Nov. 2009 - Jul. 2011:** Sr. Software Engineer, [Lemonade](#) (Lake Oswego OR)
Lead developer for social e-commerce company. Led 3-person team in refactoring bloated old codebase from front- to back-end (HTML, CSS, JS, dojo, PHP/Zend, PostgreSQL, Facebook) into a streamlined system with maximal code re-use and well-ordered MVC architecture. Wrote (or rewrote) many stored procedures in PL/PgSQL. Our system was used by top entertainment figures (including Taylor Swift and Justin Timberlake) and other companies to sell merchandise through branded versions of the application, as well as through a customizable Facebook app.
- **Aug. 2006 - Dec. 2008:** Sr. Software Engineer, [Comotiv Systems](#) (Portland Oregon)
As principal UI Engineer for this startup, helped architect, design and create a complex, multi-threaded remote collaboration tool that supported cross-platform, multi-person video- and audio-conferencing with text chat and file sharing, using agile development methods (Java, Swing, JMF, Hibernate, MySQL, Webstart).
- **Oct. 2005 - Apr. 2006:** Software Engineer/Architect, [Blue Cross/Blue Shield of MN](#)
Lead Engineer and Architect for the SelectAccount Operations Controller, a flexible, scriptable framework to allow automated exchange of data with various business partners. Wrote numerous plugins for the framework to facilitate exchange of data from BC/BS's Oracle and FoxPro databases with specific partners. Designed and developed an ORM solution to facilitate rapid development of Java code to communicate with legacy production FoxPro databases. Also created a GUI to allow manual/unscheduled data exchange operations. (Java, SQL, JDBC, Hibernate, XML, FoxPro, Swing).
- **Jan. - Sep. 2005:** Software Engineer, [Help/Systems](#) (Minnetonka, MN)
Developed complex user interfaces for the market leader in IBM iSeries operations automation and monitoring software (Java, Swing).
- **Oct. 2002 - Dec. 2004:** Software Engineer, [TriAxial Data Systems](#) (California). Primary developer of a flexible data management application framework (UI: PHP/DHTML; back end: EsiObjects [object-oriented MUMPS]). As part of the project, created an extension to the PHP language which allows objects on a remote database server to be accessed natively within PHP (using C, TCP/IP, PHP4, PHP5). Also found and *fixed* several bugs within the official EsiObjects and PHP language implementations.

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- **May - Jul. 2004:** Personal Project: [Geode](#)
Developed an IDE to allow development and debugging of software in the EsiObjects language on Linux-based platforms (previously impossible without a Windows-only IDE). *Project goals:* Facilitate work for a paying client while improving Linux GUI development skills (using C, GTK2, EsiObjects TCP/IP protocol). Within a month, I was regularly using Geode *exclusively* for my work, and soon released a stable, alpha version of Geode to the community under the GPL (open source license). This project is no longer maintained as I no longer have use for it. For source code and a screen shot, visit geode.sourceforge.net
- **Feb. 2001 - Oct. 2004:** Software Engineer, [Giavaneers](#) (California)
Worked with a team of developers on various software projects under contract to Giavaneers' clients:
 - Ported portions of a well-known, server-based anti-virus system from Windows to Linux (UI: Java, Swing, C, C++ JNI, GTK2; back end: C++, C).
 - Developed portions of an Integrated Development Environment (IDE) for a leading FPGA manufacturer (Java, Swing, AWT).
 - Developed portions of a UI and application framework for digital TV (Java, Swing, XML) as an embedded system built on a Linux-based OS. Primary engineer on email and speech synthesis components (Java, C, JNI, Festival).
 - Resolved numerous bugs in a complex, client-developed enterprise systems security framework (Java).
- **Feb. - Nov. 2000:** Software Engineer, [macroplay.com](#) (California).
Principal UI engineer at internet startup with an audience of amateur sports enthusiasts. Developed the front-end for several related web applications, including a credit-card processing system (JSP, JAVA, DHTML, Javascript, CSS). Also did some work on the back-end database and API (EJB, SQL).

EARLY SOFTWARE DEVELOPMENT EXPERIENCE:

- **1986 - 1990:** Designed LABBS, a computer bulletin board system with early support for email, public and private discussion forums, binary file transfer protocols, and online games, which was used by a number of system operators across the US (Pascal). Developed and sold AoLA, a simple DOS-based ANSI character graphics and screen editor for use by BBS operators and software developers (Pascal). Also developed and distributed some other small utility programs (Pascal, x86 Assembly Language).
- **1987:** Wrote quality control software under contract for [Gillette Papermate](#) (in Pascal, using serial communication with *Sartorius* precision balances to weigh ink refills).

FORMAL EDUCATION:

- B.S. degree in Chemistry, with multiple honors, University of California at Santa Cruz (1995).
- A.A. Degree, Computer Programming, with honors (age 15), Santa Monica College (1987).

HOBBIES/INTERESTS:

- Antique motorcycle repair and restoration.
- Home restoration and remodeling (first-time homeowner).
- Gardening
- Woodworking
- Solving and creating crossword puzzles
- Creative writing

REFERENCES:

Excellent personal and employment references available upon request.