Lee Lazarecky

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Work Experience

Senior Software Engineer, at Red Hat **Jan. 2023 - Present**

- Identified and designed a plan with the engineering team to combat performance shortcomings with existing React applications.
- Created a frontend application designed to show customer active software subscriptions and show how much of their current money is going towards their yearly subscription quota by using Starburst database views and API.
- Created a design document outlining key areas within the EDA organization where application development for engineers could and should be improved in order to spin up more backend and frontend applications.

Full-Stack Software Engineer, at FordLabs (Ford Motor Company) **Sep. 2017 - Jan. 2023**

- Led development and maintenance of multiple open source and inner source software projects, designing the UI / UX and implementing the software code changes necessary for constant uptime and usage.
- Led engineering team through an application rewrite, going from SCSS, custom style sheets, slow Selenium tests, to using fast component testing, TailwindCSS based upon new UX and UI requirements.
- Wrote an inner-source Authentication and Authorization server based on the OAuth2 and OpenID specifications. Connected this auth server to various email relays in order to send verification codes to users.
- Worked on the software hiring board, interviewing potential candidates for hire, accessing their skills using paired programming.
- Paired with new software hires to guide them through tech stack and engineering practices.
- Built an open source distributed Retro tool for usage within the company and for users who want to stand up and host their own instance and toured around campus to advocate for the software, explain to teams how it can help their daily workflow.

Volunteer Non-Profit Full-Stack Software Engineer, at Higher Grounds **Sep. 2020 – May 2021**

- Led team of software engineers and database administrators to create software that would serve as the starting point for a multiple school district wide rollout of software to help counselors interact and keep tabs on their students.
- Tech stack chosen was React, Typescript, PostgreSQL, and Auth0.
- I also did iterations on the UI requirements for the application, tweaking designs given from management to be more accessible and simpler.

Research and Hardware Engineer Co-Op, at Valeo **Jul. 2016 – May 2017**

- Worked independently on developing internal software for automating the generation of camera calibration files using C++ and the Qt framework.
- Designed automated testing programs to help reduce workload of support engineers flashing firmware modules, using the Microsoft Windows C API and C++.
- Flashed calibration files over UART and CAN protocols, using the Vector Canoe software tool, to an embedded VPM which was used to test the vehicle cameras for various calibration errors, such as improperly rendered guidelines, camera bleeding, and image discoloration.

Aircraft Armament Systems Journeyman, at United State Air Force **Aug. 2009 - Feb. 2016**

- Troubleshooted A-10 aircraft computer systems and diagnosed potentially damaging issues affecting the weapon systems, using wiring schematics and technical manuals.
- Repaired and reinstalled faulty computer systems such as wiring, connectors, and plugs, that were used on the A-10 weapon systems.

Additional Open Source Experience

AuthQuest **Jan. 2019 - 2020**

- An open source authentication and authorization server, designed to serve as a free alternative to services like Auth0 and Okta.
- Uses Kotlin and SpringBoot on the backend and a Vue.js frontend.
- Provides users with a default and highly customizable login / sign up page.
- Follows OAuth2 and OpenID standards

RetroQuest **Jan. 2018 - 2022**

- Allows users to effectively facilitate agile retrospectives across distributed teams.
- Implemented websocket based CRUD operations so the application is constantly up to date.
- Designed a user interface that was put together with mobile usage in-mind.

Multi-System Video Game Emulator, *Phoenix* **Dec. 2013 - Present**

- Led a team of developers in implementing a multi-threaded and multi-process video game emulator.
- Utilizes a GUI which was implemented using QML and C++ and a SQLite database for library management.
- Designed an audio and video pipeline for rendering audio and video streams for consistent 60 fps.
- This program is split up into multiple processes, using local sockets and shared memory for IPC communication.
- Video data is passed between processes in a region of shared memory and constructed into an OpenGL texture for rendering.

Education

Wayne State University, Detroit B.S., Computer Science Graduated: **May 10th, 2017** GPA: **3.46** / 4.00

Skills

- OpenShift, JavaScript, Typescript, Kotlin, Python, SpringBoot, Next.js, Gatsby, TailwindCSS, React, Vue.js, Express, Koa, C++, QML, SQL, Jenkins
- Paired programming, Test Driven Development, Continuous Development & Integration