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## WORK EXPERIENCE

### Google Stadia

**Staff Software Developer**, Toronto, 02/2017 – present

- **Technologies:** Java, C++, Go, JavaScript, etc.
- Overall TL for team of 6 developers improving Stadia's developer tools.
- Identified product gaps, proposed features, demonstrated value, and got buy in for Stadia's cloud-first developer features.
- Led 35 person summit; drove cross-team collaboration and buy-in for new features.
- Introduced agile sprint planning process and drove adoption for team.
- Full stack development to add features, scale, and monitor the service.

### Google Fiber

**Senior Software Developer**, Toronto, 04/2015 – 02/2017

- **Technologies:** Java, C++, Go, JavaScript, etc.
- Architected and implemented infrastructure to support porting phone numbers.
- Designed OAuth-based authentication method for Fiber, Google Home, and Google Voice devices.
- Added support for NAT traversal to legacy infrastructure

### Upverter

**Software Developer**, Toronto, 09/2013 – 04/2015

- **Technologies:** Python, JavaScript, Google Closure, Git
- Built and optimized frontend and backend operations
- Researched and Implemented 2D polygon intersection for PCB flood algorithm.
- Designed and implemented first-user tutorials to ensure smooth onboarding.

### Walk Score

**Software Developer**, Seattle, 09/2012 – 12/2012

- **Technologies:** Python, SQLAlchemy, Flask, JavaScript, jQuery mobile, Git
- Extended and refactored back-end data imports to improve data quality, storage model, reduce duplication, and to ensure scalability.
- Full stack implementation of mobile website; numerous features on desktop website.

### Mozilla Corporation

**Software Developer: Release Engineering**, Toronto, 01/2012 – 04/2012

- **Technologies:** Python, Flask, SQLAlchemy, jQuery, Git, Mercurial
- Excelled as a member of a globally distributed team, automating and simplifying the release process for Mozilla's Firefox and Thunderbird.
- Designed and Implemented the web-based interface for Mozilla's new update server.
- Extended signing infrastructure to automate digital signing of builds on OSX and facilitate the transition to OSX 10.8 for Firefox.

### Side Effects Software

**3D Software Developer**, Toronto, 05/2011 – 08/2011

- **Technologies:** C++, SVN
- Research and Development on the flagship 3D Modelling product: Houdini.
- Collaborated with teammates to design and implement a performance monitor.
- Implemented low level hooks to monitor work done by individual threads, stored performance data for efficient retrieval and generated and rendered visualizations of performance information.

### Behaviour Interactive (previously Artificial Mind and Movement)

**Game Developer**, Montreal, 01/2010 – 04/2010 and 09/2010 – 12/2010

- **Technologies:** C++, LUA, PS3 and X360 SDKs and APIs, Perforce
- Debugged and redesigned features in the stabilization stage of the video game NaughtyBear within weekly product submission deadlines.
- Refactored and improved existing code and designed and implemented new features in early development stages.
- Corrected and improved highly critical issues in many aspects of the game, notably the HUD, audio support, menu flow, and gameplay.
- Interacted with audio and game designers to arrive at the best solution within constraints such as time available, existing code and specification.

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## EDUCATION

**Bachelor of Mathematics, Computer Science, Co-op Program.**

University of Waterloo, Waterloo, ON, 09/2008-08/2013

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## BUZZWORDS

- **Languages:** C++, Java, Go, TypeScript, Python, Javascript, C

- **Version Control:** Git, Mercurial, SVN, CVS, Perforce
  - **Platforms:** Linux, OS X, Windows
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## **OTHER PROJECTS**

### **Maze Generator and Visualizer**

- Visualizer for a variety of Maze generating and solving algorithms, implemented using Javascript and HTML Canvas.
- Demo available at [www.erickdransch.com/maze](http://www.erickdransch.com/maze) and source at [www.github.com/EkkiD](http://www.github.com/EkkiD).

### **Project Neutral**, Toronto, Ontario

- Carbon Footprint Calculator ([www.projectneutral.org](http://www.projectneutral.org))
- Developed mechanism for testing updates to emissions factors and calculations.