Erick Dransch

Staff Software Developer

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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.

EDUCATION

Bachelor of Mathematics, Computer Science, Co-op Program.
University of Waterloo, Waterloo, ON, 09/2008-08/2013

BUZZWORDS

- **Languages:** C++, Java, Go, TypeScript, Python, Javascript, C
- **Version Control:** Git, Mercurial, SVN, CVS, Perforce
- **Platforms:** Linux, OS X, Windows

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 and source at www.github.com/EkkiD.

Project Neutral, Toronto, Ontario
- Carbon Footprint Calculator (www.projectneutral.org)
- Developed mechanism for testing updates to emissions factors and calculations.