



Erik Carlson

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Recent Projects

Football Sim

2024 - Present

- A comprehensive React-based simulation application that provides visualization of NFL games through an interactive field interface.
- The platform features animated play-by-play representations including passing routes, rushing attempts, special teams plays, and detailed player tracking across the last 20 seasons.

Built With: TypeScript, React, D3.js, Next.js, Node.js, PostgreSQL

Gneiss Editor

2023 - Present

- Built and published (via NPM) a production-ready Rich Text Editor component library.

Built With: TypeScript, React
Example available on my website

Netgraph

2024 - Present

- Built a production-ready Network Graph component library.

Built With: D3.js, TypeScript, React
Example available on my website

Professional Software Engineer with expertise in full-stack development and a focus on high-impact data visualization and reporting solutions. Specializes in modern frontend architectures using React and TypeScript, supported by strong backend engineering capability.

Experience

Pegasystems

2024 - Present

Principal Software Engineer

Remote

- Architect and lead end-to-end delivery of core product capabilities, guiding engineering teams toward scalable design decisions.
- Develop key components of a large-scale data visualization platform, improving product reliability and accelerating release confidence through comprehensive automation.
- Mentor engineers in system design, software craftsmanship, and delivery best practices, accelerating skill growth and improving team effectiveness.
- Lead technical design reviews, backlog refinement, and Agile planning ceremonies to ensure alignment between engineering execution and product goals.
- Influence product strategy by providing technical insight that shaped roadmap decisions and accelerated delivery of high-value features.

Pegasystems

2021 - 2024

Senior Software Engineer

Remote

- Developed components of a large-scale data visualization platform and accelerated release confidence through comprehensive automation.
- Led team technical/design discussions, user story refinement, and other re-occurring Agile planning meetings.
- Collaborated directly with customers to diagnose and resolve production issues, improving product reliability and user satisfaction.

Pegasystems

2017 - 2020

Software Engineer

Bedford, NH

- Developed new Customer Relationship Management (CRM) and Business Process Management (BPM) product capabilities with emphasis on maintainable design and robust automated test coverage.
- Collaborated directly with customers to diagnose and resolve production issues, improving product reliability and user satisfaction.

UNH Interoperability Lab

2014 - 2016

IPSec & IKEv2 Technician

Durham, NH

- Designed and administered virtual network environments integrating physical routers, switches, and endpoints to support reliable system connectivity.

Education

University of New Hampshire

2013-2017

Computer Science

Bachelors of Science

References

Available upon request