

ERIC DUDIAK

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218 27TH STREET SAN FRANCISCO, CA 94131-2010

JOB OPPORTUNITY

Full-time position in human interface design or user experience software engineering for consumer, professional, mobile, web, or entertainment applications.

EXPERIENCE

APPLE SOFTWARE ENGINEER

Apple Inc.; Cupertino, CA

September 2011-present

Engineered and designed tools for software development on Apple platforms including iOS and macOS as a member of the Development Technologies team. Gave five presentations at WWDC on features of Xcode. Responsible for several Xcode features over entire development life-cycles from concept to design to implementation to maintenance. Highlights include developing the Source Editor Change Bar, Xcode's Rebase support with Git, an improved Version Editor, key parts of Xcode Server (Xcode's Continuous Integration feature), and more.

APPLE SOFTWARE ENGINEERING INTERN

Apple Inc.; Cupertino, CA

Summer 2010

Worked as a software engineer of the Interactive Media Group responsible for video and audio functionality of macOS and iOS. Developed sample code to demonstrate new libraries and tools to help visually debug video playback. Staffed WWDC event by helping Mac and iOS developers with Xcode, Interface Builder, and other Apple technologies.

APPLE SOFTWARE ENGINEERING INTERN

Apple Inc.; Cupertino, CA

Summer 2009

Interned in the Development Technologies division responsible for the Xcode IDE. Specialized in user interface improvements and adding new functionality to the file comparison components. Additionally, was given the opportunity to present a personal idea to a panel of Apple senior management.

GOOGLE SUMMER OF CODE STUDENT

Google Inc.; Atlanta, GA

Summer 2008

Developed open-source software through a grant from Google. Worked on the VLC Media Player project (www.videolan.org), specifically addressing user interface improvements and overall integration into macOS, making VLC more intuitive to users of other media programs.

TEACHING ASSISTANT

Georgia Institute of Technology; College of Computing; Atlanta, GA

Fall 2007, Spring 2010

Teaching assistant for Introduction to Object Oriented Programming and Computer Graphics courses. Initiated a weekly advanced lecture series covering topics beyond the course material.

EDUCATION

CARNEGIE MELLON UNIVERSITY

Human-Computer Interaction Institute; Pittsburgh, PA

Fall 2010-Summer 2011

Masters of Human-Computer Interaction from the School of Computer Science – 3.78 QPA.

NASA AMES RESEARCH CENTER

HCI Group and Carnegie Mellon University; Moffett Field, CA

Spring 2011-Summer 2011

Two semester capstone project designing a working prototype for NASA's interaction group.

GEORGIA INSTITUTE OF TECHNOLOGY

College of Computing and Ivan Allen Liberal Arts College; Atlanta, GA

Fall 2006-Spring 2010

B.S. in Computational Media graduating with Highest Honor – 3.91 GPA.

Faculty Honors (4 semesters), Dean's List (all semesters), HOPE Scholarship (all semesters).

BLEKINGE TEKNISKA HÖGSKOLA

Study Abroad Program through Georgia Institute of Technology; Karlskrona, Sweden

Fall 2008

APPLE COCOA CAMP

Apple Inc.; Cupertino, CA

Summer 2008

Participated in inaugural run of Apple student training program for macOS and iOS.

SKILLS

Proficiency in several languages including C, Objective-C, Swift, C#, and Java on desktop and embedded platforms (iPhone, Raspberry Pi, Xbox 360, etc.). Design work in Keynote, Illustrator, Photoshop, Maya, and others. Website and server development with Node, HTML, CSS, SQL, PHP, and JavaScript. Film editing and compositing in Final Cut Studio and Shake.

PUBLICATIONS

FASK!: ENCOURAGING USER-GENERATED CONTENT FOR MOBILE AR APPLICATIONS

Co-Author of paper published to International Symposium on Mixed and Augmented Reality (ISMAR) 2009