

Edward Schiebel

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Professional Summary

Detail-oriented, organized, and meticulous engineer with a proven ability to perform in a fast-paced environment while consistently delivering quality. A strong team player capable of leading and willing to follow. I am eager to leverage my skills in a new and exciting position.

Core Skills and Competencies

- Web development technologies
 - React framework
 - Client and server-side experience
 - Accessibility compliance
 - A capable teacher
 - Skilled public speaker
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Work History

Senior Software Engineer, Instructure

2016 - 2025

- Collaborated with product managers and visual designers to enhance existing or build new features in Canvas LMS with a strong focus on accessibility.
- Mentored junior developers, fostering professional growth and enhancing team productivity.
- Regularly reviewed peers' code contributions, offering constructive feedback to enhance overall product quality.
- Active participant in the Front End Architecture Guild.

UI Lead, IBM Cloud Performance Hub

2014 - 2016

Envisioned as a competitor with the likes of New Relic and Datadog, Performance Hub is the IBM Bluemix subsystem for monitoring cloud applications.

- Designed the React client architecture.
- Worked out our technique for generating D3 data visualizations with React components that resolved the tension created from both packages wanting to own the DOM.
- Devised configuration-controlled application dashboards so the various pages of the application didn't have to be hand-coded, but could be described in JSON.
- Developed our approach to internationalization.
- Directed and reviewed the work of the UI developer team.

UI Lead, IBM Dashboard Application Services Hub

2010 - 2014

The Dashboard Application Services Hub provides dashboard building capabilities leveraged by IBM product teams, business partners and end users to construct custom user interfaces.

- Changed how dashboards were defined and rendered from nested tables, to a more flexible "divs on the page" approach. Created a variety of layout options to meet the varying needs of our customers.
- Created the drag and drop dashboard builder and the general purpose charting widget.
- Consulted with our users when they needed help with any of our features. Authored the *Jazz for Service Management: Creating a custom chart* article on IBM developerWorks as a getting started guide to extending our charting widget.
- Drove the accessibility effort which was responsible for our success as an accessible application platform fully compliant with the US Government's Section 508 accessibility regulations. We didn't just meet the letter of the law, but provided great user experience to our keyboard only and screen reader users.

Advisory Software Engineer, IBM Integrated Supply Chain

2005 –2010

- As technical lead of the Hardware Modeling Development Team, I had project management responsibilities, and supervised the work of twelve domestic and overseas developers.

Senior IT Specialist, IBM Global Services

2003 –2005

AT&T position outsourced to IBM.

Principal Technical Staff Member, AT&T Laboratories

1996 –2003

- As a member of the AT&T Architecture Review Board, participated in the review and critique of high-level designs for new AT&T operations support systems.
- Data Visualization Architect for AT&T's Network Management Computing Environment (NMCE), the system used to monitor and control the AT&T worldwide network. NMCE applications drove many of the 135 screens in the three story tall wallboard of the AT&T Global Network Operations Center (You can watch a cheesy video here: <https://www.youtube.com/watch?v=IN6BHxDp-rA>).
- Technical lead for NetNMCE, the project which provided web browser access to the suite of NMCE applications. I created the architecture and the detailed design for this system, and developed large parts of its infrastructure. Built using C# and ASP.NET, serving HTML, JS and CSS.
- Built the NMCE Data Collector, which significantly streamlined the process of negotiating and deploying new external interfaces. This collector pioneered the use of XML as a standard data interchange language between AT&T operations support systems. I authored NDL, the Network Data Language, as an XML grammar used as the standard NMCE inter-system data format. Within six months of its release, this collector was retrieving data from twenty-three systems.
- Principal developer of a suite of C++ class libraries providing the framework upon which AT&T's network management client applications were built.

Member of Technical Staff, AT&T Bell Laboratories

1984 – 1996

- Designed and developed Online Document Management System, a web application managing controlled documents for software projects. Built in the early days of the web from Perl CGI scripts accessing an Oracle database, this was the first interactive web application on the AT&T intranet.
- Authored and taught the **Object-Oriented Design Workshop** to teach the developers on our team techniques of object-oriented design and development. By designing and building a version of the Breakout video game in C++, attendees of the workshop realized first-hand the benefits object-orientation brings to software engineering. After teaching the workshop to a number of teams, it was picked up by AT&T's internal training organization and made part of the recommended curriculum for all Bell Labs developers.
- Wrote the UI and graphics sub-systems for Assemble, a 3D CAD system that modeled the AT&T designed and manufactured network switches. One of the first production systems at AT&T employing object-oriented design and developed in C++, Assemble was built using beta compilers acquired directly from the C++ language department within Bell Labs. If you ever want to learn a language *really* well, learn it while using a beta compiler. *Climbing the C++ Learning Tree*, a paper authored with Jere Shank and Paul Jossman, and presented at the 1990 USENIX C++ Conference, was based on our experience.

Book Reviewer, Addison Wesley

1990 - 1994

Performed a technical review for a variety of books on C++ and related technologies including Stan Lippman and Josee Lajoie's **C++ Primer**, Andrew Koenig and Barbara Moo's **Ruminations on C++**, and David Jordan's **C++ Object Databases: Programming with the ODMG Standard**.

Education

- B.S., M.S., Mechanical Engineering, The Ohio State University, 1983, 1984
- B.A., Photography and Cinema, The Ohio State University, 1980

References available on request.