

# Jamey David Lazarus

Lead Software Engineer

SF Bay Area, CA

(913) 956-9893

[jmslazarus@gmail.com](mailto:jmslazarus@gmail.com)

<https://jlazarus.vercel.app>

---

Collaborative, passionate and innovative developer and mentor with a proven track record of 10+ years of team management experience delivering applications in a fast-paced engineering environment

<b>Areas of Focus:</b>	Leading a team of engineers to collaborate on developing an intuitive user experience
<b>Front End and Back End Languages</b>	JavaScript, ES6+, Typescript, CSS3, SASS, XML, HTML, PHP, Perl, Java, Python, Bash Scripting, ASP.NET, C#
<b>Frameworks</b>	React, React Native, AngularJS, Angular 2+, jQuery, WebGL, Three.js, TailwindCSS, CSS Transitions, Material-UI, Bootstrap
<b>Notable Libraries and Interfaces</b>	Redux, React Context, React Hooks, WebSockets, Web Workers, ServiceWorker, WebRTC, ChartsJS, D3
<b>Databases</b>	MS SQL, MySQL, Postgres, MongoDB, IndexedDB, LocalStorage
<b>Repository, Build, Development, Design and Testing Tools</b>	Git, GitHub, Webpack, Rollup, Grunt, Gulp, Jest, Cypress, React Testing Library, Selenium, Storybook, GitHub CoPilot, ChatGPT, Figma, InDesign, Zeplin
<b>DevOps and CI/CD</b>	AWS, Vercel, GitHub Actions, Jenkins, Ansible, Piper, Docker, Linux CLI, Nginx, Apache HTTPd, Node.js, Express.js, Socket.io, GraphQL, REST, Apache Zookeeper
<b>Engineering Methodologies</b>	Responsive Design, Cross Browser, Mobile Development, Micro-frontends, Microservices Architecture, WCAG Accessibility, Big Data optimization, Agile software development, SaaS application development

## Proven Skills:

- ✓ **Designing, Building, Maintaining, and Scaling** production enterprise systems
- ✓ **Team Leadership** skills and **Mentoring** developers utilizing Remote Collaboration tools
- ✓ Coding techniques for Fetching, Manipulating and Rendering **Big Data**
- ✓ **Real-time communication** strategies w/ WebRTC, Websockets, and GraphQL Subscriptions
- ✓ **Profiling** code and employing various **Optimization** and **Caching** Strategies
- ✓ Configuring development environments and **CI/CD** pipeline via **Cloud Services**
- ✓ Proactively writing thorough **Documentation, Best Practices**, and clean **Self-Documenting code**
- ✓ Creating seamless experiences across sessions and devices via Server and Client Storage
- ✓ Championing UX, **Responsive Design** techniques and **Accessibility** for Mobile and Desktop
- ✓ Leveraging **End to End** and **Unit Testing** to reduce regressions and harden code
- ✓ Experienced in navigating **Agile Workflows** and methodologies

## Experience

---

### Visa

#### Lead Data Engineer

*4/2021 – 11/2024*

- Technologies included React, Angular, Typescript, Node.JS, GraphQL, Material-UI, Java
- Team Lead for Visa's Global Federated Datamart org (10/2022 – 11/2024)
- Team Lead for Visa's Parsec Data Platform org (4/2021 – 10/2022)
- Maintenance of and further developed over 20 different web applications, tools and dashboards
- Architected Federated Data Management SaaS app through 8 major releases and 7 minor (React)
- Architected TuskerUI dashboard application through 1 major release and 4 minor (React)
- Mentoring/training and managed seven developers across multiple time zones
- Created and maintained CI/CD pipelines using Jenkins, GitHub, BitBucket, Ansible and Piper
- Provisioned Infrastructure, Images, Load Balancers, Services using Visa's CloudView IaaS application
- Ensured strict adherence to WCAG accessibility standards, received VGAR Level 5 certification
- Maintained >75% code coverage with Jest-based unit tests, plus Functional and E2E testing
- Utilized Figma and other internet based collaboration and design tools for wireframing and mockups

### Lattice Engines

#### Lead UI Engineer

*5/2015 – 1/2021*

- Led and mentored a team of five UI developers in an Agile work environment
- Architected Lattice Product Insights (LPI) enterprise application using AngularJS
- Utilized optimization techniques for fetching, displaying and manipulation 20k+ insights
- Created various features like Dashboards, Charts, Datatables, Wizards and a drag&drop Query Builder
- Migrated Lattice Product Insights to Angular 2+/Typescript and then to React w/ Redux
- Architected Lattice Product Discovery application using React and Redux
- Architected Lattice Insights iFrame application for integration into Salesforce using vanilla JavaScript
- Architected NodeJS/Express backend for serving static assets, proxies and API endpoints / Websockets
- Maintained and further developed ASP.NET restful API using C#, and migrated to Typescript/Express
- Worked closely with Product Management and Design at all stages of the product development lifecycle
- Created wireframes and mockups using Figma and Zeplin for new feature development
- Lattice Engines was a startup absorbed by Dun & Bradstreet in 2019

### TheFind

#### Senior Full Stack Engineer

*6/2007 – 3/2015*

- Maintained and contributed to custom PHP/JS Framework (Elation)
- Responsible for new feature development and supporting tools for the main TheFind website
- Improved SEO impact for key product keywords to become the top 5 results on Google
- UI Technical Lead for Glimpse, Shop Like Friends, Visual Search, Local Search, and Mobile projects
- TheFind was a startup absorbed by Facebook in 2015

## **eScreen Support**

### **Engineer**

***2/2005 – 7/2007***

- Created Knowledge Base forum app as a centralized hub to provide FAQ/answers for problem-solving
- Created SQL Analyzer tool to support engineers in diagnosing proprietary hardware issues
- Worked in support queue, assisting internal and external clients

## **Personal Projects**

---

### **Stella Imperia**

***Elite-Style WebGL multiplayer space FPS game***

- Created all gameplay code, 3D models, textures, and sounds
- Generated a galaxy of unique star systems to explore based on procedural design techniques
- Created a 3D cockpit with HUD, mapped screens and a 3D radar
- Developed numerous ship systems, weapons, and various particle effects
- Coded menus and configuration screens using the Elation Window Manager

### **Elation WebGL Engine and JavaScript Framework**

- A senior contributor to the project and member of the core development team
- Developed many key components including ways of handling inheritance, namespacing, custom events, and various custom UI controls and utility functions designed to increase engagement

### **Elation Window Manager**

- Designed and implemented a robust window management system to host custom mini-apps
- Window frames could be resized from any corner/edge, rolled up or moved via their title bar
- Grouping could treat multiple windows from the same mini-app together for certain behaviors
- A system to track z-indexing was implemented to handle focus management
- Presets for various window types and interactive components (Inputs, Buttons, Dropdowns, etc)

## **Education**

---

### **Keiser College**

**Fort Lauderdale, FL**

***Computer Science – Software Engineering***

C, C++, Java, JavaScript, HTML

### **Lynn University**

**Boca Raton, FL**

***Graphic Design***

Maya, 3D Studio Max, Blender, Photoshop