

Jamey David Lazarus

Lead Software Engineer

SF Bay Area, CA

(913) 956-9893

jmslazarus@gmail.com

<https://jlazarus.vercel.app>

Passionate, empathetic and opinionated full stack developer and mentor with a proven 10+ years of team management experience delivering applications in a fast-paced engineering environment

Areas of Focus:	Leaning more toward front-end, leading a team of engineers developing an intuitive and performant user experience.
Languages	JavaScript, ES6+, Typescript, CSS3, SASS, XML, HTML, PHP, Perl, Java, Python, Bash Scripting, ASP.NET, C#
Frameworks	React, NextJS, React Native, AngularJS, Angular 2+, jQuery, Three.js, TailwindCSS, Material-UI, Bootstrap
Notable Libraries and Interfaces	Redux, React Context, React Hooks, WebSockets, Web Workers, ServiceWorker, WebRTC, ChartsJS, D3, CSS Transitions, WebGL
Databases	MS SQL, MySQL, Postgres, MongoDB, IndexedDB, LocalStorage
Repository, Build, Development, Design and Testing Tools	Git, GitHub, Webpack, Rollup, Grunt, Gulp, Jest, Cypress, React Testing Library, Selenium, Storybook, GitHub CoPilot, ChatGPT, Figma, InDesign, Zeplin
DevOps and CI/CD	AWS, Vercel, GitHub Actions, Jenkins, Ansible, Piper, Docker, Linux CLI, Nginx, Apache HTTPd, Node.js, Express.js, Socket.io, GraphQL, REST, Apache Zookeeper
Engineering Methodologies	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, Peer Review, 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

WorkExperience

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