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| Jamey David Lazarus  Lead Software Engineer | **SF Bay Area, CA**  **(913) 956-9893**  [**jmslazarus@gmail.com**](mailto:jmslazarus@gmail.com)  [**https://jlazarus.vercel.app**](https://jlazarus.vercel.app/) |

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## 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

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| **Areas of Focus:** | **Leading a team of engineers to collaborate on developing an intuitive user experience** |
| **Front End and Back End Languages** | **JavaScript, ES6+, Typescript, CSS3, SASS, XML, HTML, PHP, Perl, Java, Python, Bash Scripting, ASP.NET, C#** |
| **Frameworks** | **React, React Native, AngularJS, Angular 2+, jQuery, WebGL, Three.js, TailwindCSS, CSS Transitions, Material-UI, Bootstrap** |
| **Notable Libraries and Interfaces** | **Redux, React Context, React Hooks, WebSockets, Web Workers, ServiceWorker, WebRTC, ChartsJS, D3** |
| **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** 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 Saleforce 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/anwers 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