

MATT LAWRENCE

COMPUTER SCIENTIST II

GET IN TOUCH:



Mobile

+1(831) 247-0619



Email

mblawrence@gmail.com



LinkedIn

in/mblawrence

EMPLOYMENT

ADOBE SYSTEMS (2009 - current)

Computer Scientist II - CI/CD Engineer developing processes for CI/CD deployment model for container-based microservices (Docker/Java/SpringBoot) handling customer Marketing Data in a PaaS offering.

Computer Scientist II - AEM Mobile High Profile team working cross-organizational mission-critical bugs impacting our publishing (Time/NatGeo) and enterprise customers. Apps and web services. Java/ObjC/C++/ JavaScript on iOS/Mac/Win/Android/Splunk

Lead SQE Developer - Flash

Designed and implemented a web service to collect test results, from all geographies, and present the data in a clear, efficient way. Cold-Fusion, Python, & Java. Worked on migrating to a continuous integration solution (Jenkins).

SQE Developer - AIR Developed an automation system to manage the execution of full testing of AIR SDK (AOT Compiler) and RT on iOS devices and simulator.

HEWLETT PACKARD COMPANY (1997 - 2009)

Software Engineer - Java VM Low-level VM Engineer working on PA-RISC and Itanium ports of the Hotspot Java VM. Work included signal handler re-design, threads library and code generation for optimizing point and synchronization bytecode

Lead Software Engineer Improving release processes and distributed architecture (Perl/Java); Lead global QA & release teams in multiple geographies.

BORLAND, INTERNATIONAL (1992 - 1997)

- C++ Developer Support

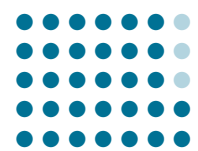
TECHNICAL SKILLS

UNIX
Mac OS
Windows

C/C++/ObjC
Java
JavaScript/ActionScript
Python
Debugging

CI/CD
Ethos/Moonbeam
Jenkins

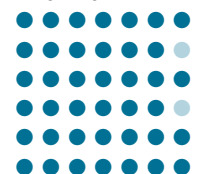
average good skilled



PERSONAL SKILLS

Lead
Creativity
Organization
Communication
Problem Solving
Tenacity

average good skilled



EDUCATION

ADV SOFTWARE SYSTEMS (Cert)

School of Engineering
Stanford University

B.A. COMPUTER SCIENCE

Baskin School of Engineering
University of California, Santa Cruz

References

Available on request.