# MATT LAWRENCE

## **COMPUTER SCIENTIST II**

#### **GET IN TOUCH:**

Mobile

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## **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-orginaltion xing 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 tests results, from all geographies, and present the data in a clear, e cient 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 oat- ing 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

## PERSONAL SKILLS

Lead Creativity Organization Communication Problem Solving Tenacity



UNIX Mac OS Windows

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

CI/CD Ethos/Moonbeam Jenkins ADV SOFTWARE SYSTEMS (Cert)
School of Engineering
Stanford University

B.A. COMPUTER SCIENCE
Baskin School of Engineering
Univsersity of California, Santa Cruz

References
Available on request.