MATT LAWRENCE

COMPUTER SCIENTIST II

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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

	average	good	skilled
UNIX			
Mac OS			
Windows			
C/C++/ObjC			
Java			
JavaScript/ActionScript			
Python			
Debugging			
CI/CD			
Ethos/Moonbeam			
Jenkins			

PERSONAL SKILLS

	average	good	skilled
Lead			
Creativity			
Organization			
Communication			
Problem Solving			
Tenacity			
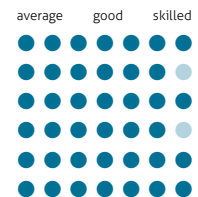
EDUCATION

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.