Jonathan D. Lew

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EDUCATION

University of California, San Diego   **La Jolla, CA**
B.S. Computer Science   September 2008 – March 2012
Minor in Economics

EMPLOYMENT

Ooyala   **Mountain View, CA**
Technical Lead   May 2014 – Present
- Lead the Web Playback Team to success!

Ooyala   **Mountain View, CA**
Senior Software Engineer   November 2013 – May 2014
- Led the development of a new HTML5 player to support Smooth PlayReady on Chromecast by integrating Google's Media Player Library
- Developed a cast-ready HTML5 platform that enables casting, adaptive bitrate streaming protocols, and the ability to write sender & receiver applications
- Shifted our HTML5 player from on-demand to regular deployments
- Managed product work across engineering teams
- Actively wrote monitoring scripts that track Flash & HTML5 player performance & availability and player API response times & availability

Ooyala   **Mountain View, CA**
Software Engineer   April 2012 – November 2013
- Project lead for the development of a standalone service that all customers can use to completely customize end users' video experience (e.g. video players, playlists)
- Managed a remote development team as part of my project leadership role
- Designed and implemented a tool for the company that simplifies and facilitates the process of creating and debugging video players
- Drove a project to improve the player's load time by parallelizing API requests
- Mentored several teammates, not only by knowledge transfer sessions, but also by giving projects to them that fit their personal interests
- Won company-wide Hackathon by designing, developing, and launching a tool in under 2 weeks that enables customers to debug our video players independently

Teradata   **San Diego, CA**
Java Developer, Intern   June 2011 – February 2012
- Created portlets, displayed in Teradata's web portal, used by customers to enhance user experience
- Developed a service to maintain and manage files between servers using SFTP and SSH by simplifying, redesigning, and improving outdated software, resulting in 40x faster transfer rates than previously accomplished

Calit2   **La Jolla, CA**
Undergraduate Researcher   January 2011 – March 2011
- Researched & developed virtual reality environment in Calit2's StarCAVE
- Created 3D visualization for the StarCAVE which displays several excavation sites located in Jordan, along with artifacts found & radiocarbon dating sites
- Designed & improved virtual reality plug-ins & interface
- Used OpenSceneGraph (OSG) for 3D modeling and rendering

TECHNICAL SKILLS

Programming
- Proficient in: Java, C, C++
- Experienced with: ActionScript, JavaScript, Git, Ruby, Android, iOS, REST

- Familiar with: MySQL, HTML, CSS, XML, HTML5, Python, Shell Scripting, Go

Graphics:
- Built a real-time rendering engine & apps in C++ using OpenGL, 3D rendering & modeling, shader programming
- Developed a ray tracer with acceleration structures such as a bounding volume hierarchy
- Knowledge of Lambert, Blinn, Phong shading models, texture mapping, photon mapping, sampling, global illumination, ray-geometry intersection

INTERESTS
- Ultimate Frisbee, running, swimming, ping pong, playing guitar & drums
- Entrepreneurship, business, investing in stocks & stock options