Eric Rovelli Lambart, Software Engineer
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CAREER OBJECTIVE:
Full-time employment somewhere I can use my creativity and broad industry experience to make a real difference, building software which is a joy to use—and to maintain.

ABOUT ME:
I'm an agile, ever-learning software engineer with extensive experience designing, building, and maintaining complex systems. I'm at home on the command line, scripting, configuring and maintaining CI/CD systems, cloud-based deployments, and other DevOpsy tasks. I enjoy mentoring junior developers and explaining tech to non-techies.

Skilled at debugging, understanding, and refactoring complex code (for simplicity, maintainability, and performance), I've slashed some employers' technical debt by drastically simplifying needlessly complex systems. When I write code, it's well-organized and well-tested; what isn't self-documenting is well-documented, and it's always written with the next developer in mind.

OTHER STRENGTHS:
If I don't know how, I learn how. Dedicated work ethic; work well under pressure; problem solver. Quick learner, good listener, patient teacher. Good verbal communication skills (with individuals or groups). Excellent writing and editing skills in English. Can read, write and speak Italian and German fluently.

PROJECT HIGHLIGHTS:
- Wrote thousands of tests for legacy code in a complex, multi-threaded Java application, allowing old code to safely be refactored for simplicity and to follow modern standards, when not replaced or removed completely.
- Designed and built *Crucible*, a social networking site for crossword puzzle enthusiasts, as a progressive, mobile-first web app atop a RESTful back-end. I'm now building *Griddle*, a React/Node-based crossword construction app.

Languages / Standards	APIs / Frameworks	App / Web Servers
• Java	• ReactJS	• Tomcat, Wildfly
• Typescript	• MaterialUI	• Dropwizard (Jetty)
• Javascript	• JAX-RS (Jersey, RESTEasy)	• Node.js / Express.js
• HTML, CSS	• JDBC, Hibernate, JPA	• Apache
• JSON, XML, XSLT, XMP, …	• Junit, Jest, etc.	• Rails
• SQL (Postgres, MySQL, etc.)	• JFC / Swing	**etc.**
• Regular Expressions (regex)	• jQuery, Backbone.js, etc.	• git, Mercurial, svn
• Bash shell scripts	• GNOME, gtk	• Gitlab, Github
• Python	• POSIX, glib, glibc	• Docker
• Ruby		• AWS, Azure, Linode/Akamai
	+ many more…	
+ many more…		

FORMAL EDUCATION:
- AA degree in Data Processing, with honors (at age 15), Santa Monica College (California)
- BS degree in Chemistry, with multiple honors, University of California at Santa Cruz

HOBBIES/INTERESTS:
- Repairing and riding bicycles and motorcycles
- Home remodeling and woodworking/cabinet making
- Gardening / home farming
- Exploring the world, and the great outdoors: Overseas travel, camping, hiking with our dogs.

RECENT EMPLOYMENT AND PROJECT DETAILS:

- **April 2012 - Present:** Owner and principal developer, Crosswords.ink (Portland OR)
  I write crossword puzzle software. *Crucible* is my web app for crossword solvers and creators/resellers. Features include subscription management, sales, and more. The UI (built using jQuery, Lodash, Handlebars, etc.) is starting to feel old fashioned, but is served by a <u>REST</u>ful <u>Java</u> back end using <u>Dropwizard</u> to meld <u>Jetty</u>, <u>Jersey</u>, Jackson, and serving data from <u>PostgreSQL</u> via <u>Hibernate</u> and a well-tested API. **In 2023**, I've been building *Griddle*, a new crossword app written in <u>Typescript</u> with a <u>React</u>-based UI. It hasn't reached MVP status yet, but I'd be happy to show off what I've done so far.
- **April 2016 – September 2022:** Software Engineer, NetXposure (Portland OR)
  Mostly back-end Java engineer for an industry leader in Digital Asset Management (DAM) software. Hired to clean up and help modernize a large, 20+ year old core Java codebase. Wrote thousands of tests for new and legacy systems; identified and removed *hundreds of thousands* of lines of disused code and dozens of unneeded dependencies; refactored and/or rewrote numerous core modules to simplify and bring them up to modern standards. Designed and implemented several new application features and integrations, and maintained continuous integration/delivery (CI/CD) configurations (on Gitlab) for various projects. Software-driven import, indexing, and transformation of a wide array of media including audio, video, and documents (<u>Java, JS, LeafletJS, Tomcat, SQL, SOAP, Docker, AWS, XMP, doc- and media-processing libraries</u>).
- **June 2014 – February 2016:** Full-Stack Software Engineer, Castle Rock (Portland OR)
  Built full-stack, browser-based, RESTful applications for state and regional government transportation agencies. Created from scratch two completely different and complex touch-enabled web UIs for one flagship application, used by state and local agencies across the US to manage reporting of dangerous highway conditions. Maintained and improved various apps, small and large, with modern (web-based) and legacy (JSF) UIs. Wrote tests to help isolate and diagnose complex, vexing problems in "untestable" legacy code. (<u>Javascript, Backbone, jQuery, Java, JSF, SQL, Hibernate, AWS</u>)
- **August 2012 – June 2014:** Software Engineer, Monsoon Commerce (Portland OR)
  Part of small team responsible for development, testing, maintenance and deployment of more than a dozen web applications essential to the operation of the business—both internal and customer-facing services. Helped to port a mission-critical RESTful service from Ruby on Rails to Java (<u>Java, Ruby, Javascript, SQL, JAX-RS, AWS, MongoDB</u>).
- **May 2012 – July 2012:** Contractor, <u>iWonder Media</u> (Bay Area, CA)
  Prototype UI development for a web/social media startup with first-round funding. (<u>Java, GWT, Google App Engine, VLC media player</u>).
- **Nov. 2009 – Jul. 2011:** Sr. Full-Stack Software Engineer, <u>Lemonade</u> (Lake Oswego OR)
  Lead developer for social e-commerce company. Managed 3-person team refactoring a bloated codebase, from front- to back-end, into a streamlined system with maximal code re-use and a sensible architecture. Lemonade was used by top entertainment figures (incl. Taylor Swift and Justin Timberlake) to sell merchandise through branded versions of the app and social media integrations (<u>PHP, HTML, CSS, Javascript, PostgreSQL</u>).
- **Aug. 2006 – Dec. 2008:** Sr. Software Engineer, <u>Comotiv Systems</u> (Portland OR)
  As principal UI developer for this ahead-of-its-time startup, I helped create a complex, multi-threaded remote collaboration tool that supported cross-platform, multi-person videoconferencing, including text chat and file sharing (<u>Java, Swing, Hibernate, MySQL</u>).
- **Oct. 2005 – Apr. 2006:** Software Engineer/Architect, *Blue Cross/Blue Shield of MN*
  Lead engineer and architect of a flexible, scriptable framework allowing automated data exchange with various business partners (<u>Java, Swing, SQL, FoxPro</u>).

  Previously: Years of data wrangling, breaking and fixing things, turning wireframes into rock-solid UIs, being friendly to users... *and to whoever reads my code next*. Also: wrote an extension for PHP; found a bug and submitted an (accepted) patch to PHP; contributed to other open-source projects; created and released *Geode*: an open-source (GPL2) Linux GUI clone of the official (Windows-only) IDE for the EsiObjects language.