

Jeff Lawlor

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SUMMARY OF SKILLS AND QUALIFICATIONS

- Diverse programming areas: Web, Windows, Enterprise and Embedded
- Well-rounded in programming languages: C/C++/C#, Java, PHP, ColdFusion, Assembly and Basic
- Intimately involved in software lifecycle: Requirements, Design, Implementation, QA and Support
- Evolved with development methodologies: Waterfall, RAD, agile, Scrum
- Skilled and enthusiastic technical writer
- Business-minded, task-owning, schedule-driven deliverer

Object Oriented Design	Web/Internet Technologies		Enterprise Applications
SOLID Design Principles Design Patterns Unit Testing SoC, YANGI, DRY	ASP, ASP.NET, MVC JavaScript, jQuery, AJAX Email Deliverability Sockets, SSH, Telnet, FTP	HTML, XHTML, XML REST, Web Services WordPress SSL/TLS, Certificates	Multilayer, 3-Tier, N-Tier Akamai, Web Farms SOA SOAP, WCF, RPC, DCOM
Programming Languages	Windows Technologies & SDKs		.NET Framework
C/C++/C#, VisualBasic JavaScript, Java PHP, ColdFusion, SQL Assembly Language	.NET Framework WPF, MFC, Win32 XAML, Windows Forms NTFS, I/O, Networking	Windows Services GUI and Graphics Multithreading, Timers MS DDK (Device Drivers)	MVC, Web Forms, WPF async, await, Tasks Entity Framework Microsoft Unity

PREVIOUS EXPERIENCE

CoStar Group/LoopNet

April 2013 – present

Lead Software Engineer, LandAndFarm.com

Full-stack developer leading the agile/scrum team for Land And Farm, an MVC-based site running in an enterprise environment and serving 1.9 million monthly visitors.

- Using TFS for scrum process management, bug tracking, source control and builds
- Working with all stakeholders- executive leadership, client services, sales, marketing, dev-ops
- Building/improving applications in MVC, Web Forms, Classic ASP, Windows Services, Web API
- Integrating applications with a continuously improving network architecture – Akamai, F5 BIG-IP ADC (firewall, load balancer), DNS management, MS SQL, 6 IIS servers, email, FTP, DFS
- Following SEO best practices. Integrating with Google Tag Manager, Analytics and DoubleClick
- Led team through a transformation of the mobile site, embracing a modern, responsive design
- Incorporated payment gateways: PayPal's Payflow, CyberSource. Rewrote automated billing task
- Responsible for PCI compliance, security; defending against vulnerabilities identified in PCI scans

Senior Software Engineer, Apartments.com

Part of the SEO team on the ground-up rewrite of Apartments.com in MVC 5.

- Wrote an Intellisense-style, web based HTML and Mustache editor using CodeMirror
- Created an XML Sitemap task, producing compliant output taking full advantage of the spec.
- Integrated Apartments.com city guide pages with content management system
- Used client-side technologies such as Require.js, Knockout and a custom event handling library
- Utilized Service Oriented Architecture to integrate with corporate systems
- Worked in a fully globalized and localized environment
- Utilized Microsoft Unity for dependency injection. Wrote unit tests with mock classes

Enta Interactive

February 2012 – April 2013

Web Systems Engineer

Hired to migrate medical marketing CMS and lead capture software to Microsoft MVC from ColdFusion. The codebase is the new standard for Etna's hundreds of clients. Improved upon other custom software.

- Ported core, 8-year-old ColdFusion codebase to ASP.NET MVC 4 with numerous improvements
- Using custom PHP code, integrated Interspire Email Marketer into Etna's existing software
- Created a web site monitoring solution consisting of a Windows Service, client and reporting
- Developed custom WordPress sites and methods for rapidly deploying them
- Technologies employed:

C#, MVC.NET	Forms Authentication	MS SQL, MySQL	PHP, ColdFusion
SMTP, POP3, IMAP	jQuery, AJAX	RESTful Services	Windows Services

Lawlor Inc.

April 2011 – February 2012

Chief Infant Engineer

Raising newborn son while keeping skills sharp learning MVC and Scrum and part time consulting work.

CellularOne of SLO

July 2003 – April 2011

Lead Software Engineer

Responsible for all software development at CellularOne. Created enterprise software for network operations, billing, sales and retail customers. Led engineering staff. Worked until AT&T acquisition.

- Gathered requirements and designed software in pursuit of ever-evolving company goals
- Developed comprehensive software: GUI, database, class libraries, networking, web services
- Ran meetings with technical staff, non-technical stakeholders, vendors and external customers
- Interviewed and led programmers to help implement software
- Accomplishments include:
 - Common library and web service handling communication with telecom equipment for provisioning GSM voice, voice mail, data, SMS and multimedia services
 - Secure credit card processing applications, including web based and "AutoPay"
 - Finding inventive techniques for interacting with legacy billing and point of sale systems
 - Built and maintained web apps, including "MyAccount," sales and customer care tools
- Technologies employed:

C#, VB.NET	Role-based security	ADO.NET, T-SQL	Windows Sockets, SSH, Telnet
Windows Forms	Web Forms	JavaScript	ASP.NET Web Services
Microsoft SQL Server	Linux, GNU compiler	Windows Services	Internet Information Services

Gladstone Institutes at UCSF

February 2003 – July 2007

Senior Software Development Engineer

Part of the software team developing GenMAPP, an acclaimed genomic data mapping application. Designed and implemented several MFC/Visual C++ components, including a DLL for performing scientific calculations, a data downloading application and a highly customized InstallShield application.

- Ported C code targeted for Linux GNU compiler to Microsoft's C++ compiler
- Utilized WinInet classes to facilitate downloading data files from FTP and HTTP servers

Hewlett-Packard

November 1992 – November 2002

Lead Software Engineer, Software QA Tester, Development Support Engineer

Began as a QA Engineer and left as the Lead Engineer on the HP OpenView for Windows team. This industry-leading network management platform was written in C++/MFC. Code made extensive use of the WinSock TCP/IP stack for crafting custom network packets. Utilized network protocols like SNMP, ICMP and ARP. Communicated between Win16 and Win32 sides of application using DDE, COM and "thunking."