

Eric M. Shore

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EXPERIENCE.....

Datalogics, Chicago

Software Engineering Manager — October 2016 - PRESENT

- Manage team of 7-12 enterprise software engineers developing and maintaining native-code PDF SDKs and end-user tools in an Agile, value-driven environment
- Recruit, train, lead, motivate, encourage, and review direct reports
- Manage and prioritize numerous parallel projects across suite of products, delivering high-quality, on-time results via CI/CD pipeline
- Design and implement custom web applications with PHP/JS/AJAX to add functional demos of scriptable server tool products to website
- Primary contributor of Salesforce customization to automate product license delivery, integrate with e-commerce store, optimize internal workflows, and design metrics for tracking product sales/evaluations
- Plan and coordinate outsourced projects for specialized development objectives, including Salesforce integration with Reprise license server

321Launch, New York City

Vice President, Research & Development — September 2012 - October 2016

- Managed team of polyglot software engineers developing proprietary production pipeline optimized for speed, cost, and quality
- Collaborated with all stakeholders across departments to determine key development objectives; wrote project proposals, business cases
- Prioritized and managed all technical innovation through full lifecycle, ensuring alignment with business and user goals

Lead R&D Technical Director — February 2009 - September 2012

- Served as principal full-stack web developer; built and maintained all company websites, back-end CMS, web marketing tools, local intranet
- Developed extensive network of proprietary software, plug-ins, and web applications using array of languages, APIs, and frameworks

Lead Character Technical Director — February 2007 - February 2009

- Supervised and led team of programmers optimizing the character creation and animation pipelines
- Developed game-changing facial motion capture system, delivering higher quality animation in a fraction of the time

3D Generalist — October 2006 - February 2007

- Independently scripted tools for Autodesk Maya to streamline workflow, establishing foundation for industry-leading pipeline

EDUCATION.....

University of Pennsylvania, Philadelphia — 2002 - 2006

- Bachelor of Science in Engineering
- Major in Digital Media Design—interdisciplinary Computer Science program including courses from the School of Engineering and Applied Science, Annenberg School of Communication, and School of Design
- Minors in Fine Arts and Cinema Studies

SKILLS.....

Software Development

Engineering Management ·
Agile/Kanban Methodologies ·
Continuous Integration/Delivery ·
Design Thinking · UX/UI Design ·
Full-Stack Web Development ·
Responsive Web Design ·
SOAP/REST Web Services ·
Project Management ·
Digital Asset Management ·
CMS Design · Data Analytics ·
Data Visualization ·
Database Architecture

Languages

C# · C++ · Python · HTML ·
PHP · JavaScript · JSON ·
XML · AJAX · CSS · APEX · MEL ·
SQL · PostgreSQL · MySQL

Tools

jQuery · CodeIgniter · Drupal ·
Adobe PDF Library SDK ·
MotionBuilder API · Maya API ·
Photoshop SDK · Google+ API ·
Google Chart API · Highcharts API

Software

Visual Studio · Salesforce · Zapier ·
Jira · Confluence · Basecamp ·
WordPress · Jenkins · pgAdmin ·
GitHub · Subversion · Excel ·
Reprise License Manager ·
Maya · MotionBuilder ·
Photoshop · After Effects

INTERESTS.....

Product Design · Drawing · Bowling ·
Photography · Cooking · Biking ·
International Travel · Creative Writing ·
Cutting-Edge Technology

INDUSTRY TRAINING.....

Construx Total Project Quality, 2018
Better Software West Conference, 2017
Product Management Bootcamp, 2016
ACM SIGGRAPH Conference, 2005 - 2014
Autodesk API Developer Conf, 2007 - 2008