

Eric Basile

eric@ericbasile.com

Software Engineer ecommerce * Cloud Platform * Game Programming

Key Accomplishments:

- ❖ Software Engineer with background in game development and ecommerce industries.
- ❖ Experienced in maintaining and developing full software life cycles including design, customer requirements and input, programming, testing, implementation, documentation, and support.
- ❖ Collaborate with other teams to adopt best practices for ensuring the solution design helps meet the operational, integration, cost, quality and performance goals of the customer.
- ❖ Provide high levels of customer support and feedback in shaping the design and development of software and APIs.

Experience Developing with: JavaScript, Node, Microservices, AWS, Linux, ReST, HAL, swagger, C#. Visual Studio Code, Chrome plugins, Elastic Beanstalk, Docker, lambda, .net, terraform, mongodb, JIRA, Confluence, CMake, gcc, Java, C++, Python, SQL, Chrome, Xcode, Code Blocks.

Professional Experience

Cimpress – Waltham, MA

Software Engineer II, Aug. 2014 – May 2020

- Develop critical underlying services of Vistaprint's first Promotional Products and Apparel website: Promo Spot.
- Worked in small teams to design, operate and improve C# ReSTful HTTP APIs for customer fulfillment.
- Migrated microservice development from C# to JavaScript node.
- Developed scalable APIs allowing manufacturers to more seamlessly connect to the Mass Customization Platform (MCP) averaging 4 orders per second daily.
- Provided customer service and support for problem management and MCP user onboarding.
- Piloted and encouraged adoption of HAL standards in platform APIs.
- Managed Continuous Deployment system of services in AWS.
- Facilitated rapid customer onboarding through both creating and maintaining services documentation for internal/external customers including best practices guidelines for on-boarding and use of MCP.
- Facilitated rapid customer on boarding through both interpersonal interaction and relevant, up to date documentation
- Developed internal developer and customer tools via chrome plugins. This resulted in increased quality of life and faster prototyping for internal developers as well as easier understanding of platform services and faster platform adoption by customers.

Hitpoint Studios – Amherst, MA

Engineer, May 2012 – March 2014

- Developed XAML UX for Microsoft Game Studio Windows 8/WinRT by working with in house game designers and artists to bring mockups to reality.
- Integrated UX with Xbox Live, developed tools to support UX content
- Scripted levels and mini games in C# and assisted in development and maintenance of in-house engine Ubiquity.

Published Games

- ❖ *Adera* ❖ *Disney Fairies Hidden Treasures* ❖ *Disney The Little Mermaid Undersea Treasures*

Datamatics Management Services, Inc. - Fords, NJ

Software Engineer, Internship, Summer 2011

- Modified firmware on embedded Linux based systems for integration with enterprise time management service TC-1, resulting in providing customers more punch clock options.

Emergent Media Center - Winooski, VT

Game Programmer, Spring 2009

- Served as one of three Game Programmers responsible for ActionScript coding, an emergency protocol training game for Massachusetts General Hospital.
- Created a single pass XML parser resulting in reducing game load time and cleaned up existing code to improve readability.

Projects:

Kinect Painting Application, Physics Engine on iOS

Games

3D herding Game *Shepherds Tail*:

Developed content pipeline, created game framework, technical lead

Vertical shooter *Henry Hudson's Revenge*:

Developed pixel shaders and particle effects

Developed networked multiplayer XNA game: Created game framework

Education

Champlain College: Burlington, VT Bachelor of Science in Game Programming

Katolicki Uniwersytet Lubelski Jana Pawła II: Lublin, Poland

Intensive five-week Polish Language Summer Course 2019

Intermediate Level A2

Completed with a maximum grade of `5 - Very Good`

Course work included three hours of lecture, two and a half hours of conversation and one hour of one on one tutoring daily for a total of 185 academic hours of language study.

Professional Affiliations, Volunteering and Independent Projects

Polish Fest Boston Lead Chairman

Since 2018 I have been leading, managing and organizing the orchestration of Polish Fest Boston.

Duolingo Polish Language Global Ambassador

Organize Polish language learning nights and develop activities and curriculum

Board member of The Polish American Citizens Club of South Boston

Help to manage, maintain and coordinate the activities of the Polish American Citizens Club of South Boston. Including festivals, club events and providing educational and cultural links and resources.

President of Krakowiak Polish Dancers of South Boston

Group whose goal is to educate our members and the community in dance, song, history, and crafts of our Polish heritage and to present our achievements through local and international performance and events.

FIREHOSE (For Improving and Recognizing Human Open Source Endeavors)

Champlain College club, founding member and former president

CCGDA

The Champlain College chapter of The International Game Developers Association, Prime Minister and Member of Parliament