

Eric Schmar

Full-Stack Developer Specializing in Identity Management

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Full-Stack developer with 5 years of experience in identity management. Designed, implemented, and maintained 3 unique data rich dashboards and applications enabling hundreds of internal and external users to perform daily job duties. I'm eager to work with passionate users where I can design intuitive software experiences and iterate on feedback until it is perfect.

Work Experience

Lawrence Livermore National Lab

2019 - Present

Full-Stack Developer (ID as a Service, Senior Software Engineer) - Remote

- As technical lead, designed and implemented an integration with an existing IDM environment to high security environments using Go, Azure CosmosDB (MongoDB), and Svelte enabling identity proofing and role assignment of hundreds of thousands of users.
- Autonomously created an admin dashboard for managing high security IDM environments, allowing the configuration and control of time-sensitive jobs, identity reassignments, and various auditing capabilities.
- Led technical evaluation of frontend (React) and backend frameworks slated to replace and improve existing systems resulting in the creation of 5 demonstrable applications highlighting pros and cons for team assessment focusing on a11y accessibility.
- Primary contributor to the design and implementation to a new IDM system, including features such as authorization control (teams, users, & roles), self-service for external customers to request integrations with existing systems, and presenting audit information on various identity activities using React, Kotlin, and NextJS.
- Integrated OIDC applications between the existing managed system and PingFederate, reducing turnaround time from customer request to successful integration by 50%.
- Major contributor to a new Lab IDM project by creating novel features spanning the UI, APIs, and database, performing major version upgrades of Angular, refactoring and polishing several areas of the UI based on user feedback.
- Continually develop skills and produce additional value through hackathons in the following topics: exploring the use of machine learning in identity proofing, performance improvements using graalVM, visualizing identity authentication data on a rotating 3D globe.

Lawrence Livermore National Lab

2018 - 2019

Full-Stack Developer (Internal Projects, Software Engineer)

- Technical Lead for the High Explosive Applications Facility responsible for customer requirement gathering, software release cycles of two projects, and planned sprints for one employee.
- Created mobile inventory tracking application utilizing React, MobX, Webpack, PWAs, and Ping Federate (OAuth) that integrated seamlessly with the legacy inventory tracking system.
- Managed an inherited legacy system in production and oversaw a 60% reduction in bug reports that base-lined system stability as well as delivered multiple new feature requests after years of stagnation.
- Led a volunteer effort for Computer Science curriculum development at Millennium High School in Tracy, CA.

Carnegie Mellon

2017

Software Developer (Software Engineering Institute, Intern)

- Developed, integrated, and tested 3 Robot Operating System (ROS) modules to connect to the Tobbi Pro Glasses and the ROS navigation stack.

Education

Kansas State University

2018

Bachelor of Science in Computer Science

Graduated summa cum laude with a focus on Cyber Security. Recipient of the Scholarship for Service from the National Science Foundation. Served on multiple organizations' boards in various capacities, including ACM and the K-State Mobile Dev Club.