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Experience:

**Lumenetix Inc.: June 2017 – Present:** Consultant

Customer Support, maintenance and advisory role while the company restructures.  
Working with Lumenetix customers to add customized features.

**Lumenetix Inc.: May 2015 – June 2017.** Senior Mobile Software Engineer.

Full time employee. Designed and created a brand new native iOS app to control advanced LED lighting systems using Bluetooth. Maintain legacy app including new features and bug fixes.

**Lumenetix Inc.: August 2014 – May 2015.** Consultant -Mobile Software Engineer

Called to design and implement solutions to control LED lights and modules using Bluetooth. Started by using an existing (non-functional) iOS code base. Made a successful application in a few months and created 3 branded apps using the same source code.

**Say Media inc: May 2011 – February 2013.** Senior Software Engineer

Designed, developed and supported sdks and native applications for Android and iOS. Scrambled! was available on Apple store and Google Play.

**Zeleg Inc.: June 2006 – Present.** Co-Founder

Startup company that design and manufacture a unique ergonomic and retractable working surface. Currently not active. ([www.zeleg.com](http://www.zeleg.com))

**Roblox Corp: May –October 2010 -** Senior Software Eng.

Ported a C++ 3D client social networking game player libraries from Windows to OSX using gcc.

**Iphone App: September 2009 – December 2009**

Designed and implemented a simple iPhone application for a non-profit organization (omWheel.org).

**MyToons.com: December 2008- February 2009:** Consultant: User Interface

Contract to re-design and implement graphical user interface elements of a 2D animation software.

**DigitalFish Inc.: June 2005- March 2008:** Senior Graphic Software Engineer, Advisor

Startup animation software company that creates a high-end 3D animation software targeted for large feature film studios.

- -Designed and implemented interface components (C++, Carbon, OSX).
- -Wrote a Maya plugin to export models and deformations to Reflex modeling language.
- -Designed and implemented an automated system to do regression testing and reporting various performance metrics of Reflex using xcode, expect/tcl, php, html, MySQL, XML, XSLT, tdom and gnuplot. Reports (including graphs) were available daily on the web for developers to consult.
- -Used Agile methodologies and unit testing for some important classes.

**Pixar Animation Studios: 1995-2004** (Graphic Software Engineer, studio tools department).

Designed, developed and maintained software for production of 3D animated feature films. Focusing on work flows and user interfaces, I designed, implemented and supported, among others, animation data editing applications, programs to create and manipulate complex articulation rigs including 2D graphical editors and direct manipulation of 3D objects (C, C++, tcl/tk, Unix, Linux & OSX).

Parallel at my position, occupied the position of Release Manager for 2 successive revisions of our internal software (9 months total).

Additional credit in Monsters Inc. as a Layout Artist (4 months full time).

**Softimage Inc.: 1989-1995** (Programmer: User Interface, Project Lead: User Interface)

- Focusing on ease of use, I designed and implemented graphical user interfaces component and workflow to create high quality 3D computer animation. (C, GL)
- Created numerous user interface elements, widgets, work flow enhancements, features and standalone applications.
- Supervised a team of developer working on user interfaces and workflow improvements, stand-alone applications and porting.
- Main contact to R&D department for Silicon Graphic Inc., the hardware manufacturer used for our applications.

Expertise:

Highly sensitive to bad user interfaces. Agile development and it's pitfalls for in-house software development. Love playing with new things such as IoT (internet of things) and Swift programming language.

Extensive experience in Objective-C, C++, C, Objects Oriented Design and Programming, User Interface Design, GL and OpenGL. Worked with Linux (8 years), Silicon Graphics (11 years) and OSX (more than 9 years).

Applications and scripting language such as: xcode, tcl/tk, Visual Studios 2008, expect, html, php, xml, tdom, XSL, csh, tcsh, perl, makefiles, Git, Perforce, subversion, TFS, Pulse.

Knowledge of specialized commercial software such as Alias Auto Studio, Maya, Softimage 3D and XSI and many other 3D or special effects softwares.

Participated in numerous classes and training offered at Pixar: C++, Figure Sculpting, Basic Drawing, "How to Handle Meetings", special animation trainings for engineers... and many conferences including Siggraph (from 1989 to 2012), E3, NAB, Mac World, GDC, CES and CHI (Computer Human Interface conference).

Film credits:

A Bug's Life (1998), Toy Story 2 (1999), Monsters Inc. (2 credits) (2001), Finding Nemo (2003), The Incredibles (2004) and Cars (2006).

Degree:

Bachelor in Computer Science. Université du Québec à Trois-Rivières, Canada, 1989