

Mark Lawrence

Senior Software Engineer/Architect

Senior software engineer and architect with over 25 years of experience. I have worked for a range of organizations and have contributed to and lead teams that have successfully delivered projects ranging in size from small to multi-million dollar programs of work, in a variety of business sectors.



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TECHNICAL SKILLS

Web Front End Development

Blazor WASM, HTML, CSS, JSON, TypeScript, JavaScript, Bootstrap, Responsive Web Development, Node.js, Angular, Visual Studio, Visual Studio Code

Cloud Services

Microsoft Azure (Azure WebApps, Azure Kubernetes Services, Azure SQL, Azure DevOps), Octopus Deploy, Docker

Data Storage Technologies

Microsoft SQL Server, SQL, XML, JSON, ER Data Modelling

Methodologies

Agile, Scrum, Kanban, CMMI, MSF

Back End Development

C#, .Net 6, .Net Core, ASP.Net Core, EF Core, WebAPI, Visual Studio, Visual Studio Code, Unit Testing (XUnit), ASP.Net MVC, Entity Framework, WCF

Architectural Approaches

Microservices design patterns, Domain Driven Design, CQRS, Event Sourcing, Solution Architecture, SOA

DevOps

Team Foundation Server, Azure DevOps, Octopus Deploy, GitHub, Git, Continuous Integration, Continuous Deployment



WORK EXPERIENCE

Development Team Lead/Software Architect

ESL New Zealand (formerly Eyede Solutions Limited)

01/2013 - Present,

Lower Hutt, New Zealand & Remote

Startup working with New Zealand regulatory and licensing authorities to provide end to end license and id card solutions.

Achievements/Tasks

- Responsible for building and leading the in-house software engineering team of 3+ engineers, working with Microsoft technologies on complex web based applications.
- Architected ground-up rewrite of Ridewise, ESL's cornerstone software product, separating the server logic into microservices, with a web application client built using Microsoft's Blazor Web Assembly SPA framework. Microservices are hosted on Azure, and written using C# and ASP.Net core, implementing the principals of CQRS and an Event Driven architecture.
- Incorporated elements of the new Ridewise architecture into the legacy production environment to fix processing bottlenecks, resulting in 600% increase in transaction throughput.
- Supported and enhanced web applications written by ESL in C# and ASP.Net MVC from initial release through to replacement, over a span of 9 years in one case.
- Developed mobile app prototypes using Flutter, a cross platform mobile development tool from Google.
- Contributed to the successful sale of 5 separate software rewrite contracts to ESL customers, replacing their existing web applications.



WORK EXPERIENCE

Solutions Architect

Optimation New Zealand Ltd

07/2007 - 01/2013,

Mid sized New Zealand IT solutions and consulting company

Wellington, New Zealand

Achievements/Tasks

- Built, maintained and supported implementation of Optimation's reusable .net software architecture and reference implementation.
- Technical lead and architect on .net projects for customers in industries including Medical Services, Insurance and Banking.
- Performed technical architecture and delivery reviews for a number of customers.
- Administered and managed Optimation's Team Foundation Server environment, including process customization and end user training.
- Ongoing contributions to the development of Optimation's agile development process methodology.
- Developed solutions, and effort estimates in pre-sales and contract negotiation situations.

Previous Work Experience

EDS (New Zealand) Ltd, Queensland Rail

Please see my website or my Linked In profile for details of my earlier work experience



PERSONAL PROJECTS

Blazor Interactive Pricing Component (04/2022 - 04/2022)

- A solution to the [Interactive pricing component challenge on Frontend Mentor](#).
- Built using Blazor Web Assembly, using only HTML and CSS - no JavaScript.
- Open sourced on Github at <https://github.com/marklnz/InteractivePricingComponent>.

Blazor Rating Card (03/2022 - 04/2022)

- A solution to the [Interactive rating component challenge on Frontend Mentor](#).
- Built using Blazor Web Assembly, using only HTML and CSS - no JavaScript.
- Open sourced on Github at <https://github.com/marklnz/BlazorRatingCard>.

JsonMergePatch (06/2021 - 01/2022)

- A simple C# implementation of Json Merge Patch as described in IETF RFC 7386.
- Open sourced on Github at <https://github.com/marklnz/JsonMergePatch>.

Markl.nz (09/2016 - Present)

- My personal profile website, available online at <http://markl.nz>.
- Hosted using Github pages.
- Built using the static website generator Jekyll, with a customized template.
- Incorporates a blog section, that renders posts as HTML, from markdown files.