ERIC DUDIAK

(415) 763-8332 • ERIC@DUDIAK.COM
218 27TH STREET   SAN FRANCISCO, CA 94131-2010

BIOGRAPHY

Interface design and user experience-focused software developer for consumer, professional, and mobile applications and operating system frameworks.

EXPERIENCE

UIKIT SOFTWARE ENGINEER
Apple Inc.; Cupertino, CA   *October 2018-present*
Developer working on the primary UI framework for iOS, iPadOS, and tvOS (as well as being available on macOS). Primarily focused on improving UI elements, developing improved APIs for app makers, and maintaining a consistent user experience throughout the operating system on a wide range of hardware while delivering new interaction features to users.

XCODE SOFTWARE ENGINEER
Apple Inc.; Cupertino, CA   *September 2011-October 2018*
Engineered and designed tools for software development on Apple platforms including iOS and macOS as a member of the Development Technologies team. Gave five presentations at WWDC on features of Xcode. Responsible for several Xcode features over entire development life-cycles from concept to design to implementation to maintenance. Highlights include developing the Source Editor Change Bar, Xcode's rebase support with Git, an improved Version Editor, key parts of Xcode Server (Xcode's Continuous Integration feature), and more.

APPLE SOFTWARE ENGINEERING INTERN
Apple Inc.; Cupertino, CA   *Summer 2009, Summer 2010*
Interned as a software engineer of the Interactive Media Group responsible for video and audio functionality of Apple platforms as well as the Development Technologies group. Specialized in user interface improvements and developed sample code. Staffed WWDC event and was given the opportunity to present a project to a panel of Apple senior management.

GOOGLE SUMMER OF CODE STUDENT
Google Inc.; Atlanta, GA   *Summer 2008*
Developed open-source software through a grant from Google. Worked on the VLC Media Player project (*www.videolan.org*), specifically addressing user interface improvements and overall integration into macOS, making VLC more intuitive to users of other media programs.

TEACHING ASSISTANT
Georgia Institute of Technology, College of Computing; Atlanta, GA   *Fall 2007, Spring 2010*
Teaching assistant for Introduction to Object Oriented Programming and Computer Graphics courses. Initiated a weekly advanced lecture series covering topics beyond the course material.

EDUCATION

CARNEGIE MELLON UNIVERSITY
Human-Computer Interaction Institute; Pittsburgh, PA   *Fall 2010-Summer 2011*
Masters of Human-Computer Interaction from the School of Computer Science – 3.78 QPA.

NASA AMES RESEARCH CENTER
HCI Group and Carnegie Mellon University; Moffett Field, CA   *Spring 2011-Summer 2011*
Two semester capstone project designing a working prototype for NASA's interaction group.

GEORGIA INSTITUTE OF TECHNOLOGY
College of Computing and Ivan Allen Liberal Arts College; Atlanta, GA   *Fall 2006-Spring 2010*
B.S. in Computational Media graduating with Highest Honor – 3.91 GPA.
Faculty Honors (4 semesters), Dean's List (all semesters), HOPE Scholarship (all semesters).

BLEKINGE TEKNISKA HÖGSKOLA
Study Abroad Program through Georgia Institute of Technology; Karlskrona, Sweden   *Fall 2008*

APPLE COCOA CAMP
Apple Inc.; Cupertino, CA   *Summer 2008*
Participated in inaugural run of Apple student training program for macOS and iOS.

SKILLS

Proficiency in several languages including C, Objective-C, Swift, C#, and Java on desktop and embedded platforms (iPhone, Raspberry Pi, Xbox 360, etc.). Design work in Keynote, Illustrator, Photoshop, Maya, and others. Website and server development with Node, HTML, CSS, SQL, PHP, and JavaScript. Film editing and compositing in Final Cut Studio and Shake.

PUBLICATIONS

FASK!: ENCOURAGING USER-GENERATED CONTENT FOR MOBILE AR APPLICATIONS
Co-Author of paper published to International Symposium on Mixed and Augmented Reality (ISMAR) 2009