

# Eric Albers

Highly skilled Principal Software Engineer with over two decades of experience in leading and developing software solutions across industries including gaming, mining, and baseball technology. Expert in 3D and VR-based interactive solutions, embedded systems, AI/ML, and large-scale cloud deployments. A proven leader in team building, strategic vision execution, and continuous innovation, adept at balancing management responsibilities with hands-on technical problem-solving. Award-winning developer with a track record of success in delivering high-impact projects for NASA, MLB, and global companies.

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## EXPERIENCE

### Principal Software Engineer

Iron Galaxy Studios – Orlando, FL

JUNE 2024 – PRESENT

Lead software development and architectural design for complex projects within the gaming industry. Collaborate with cross-functional teams to drive innovation in game mechanics and cloud infrastructure. Balance hands-on development with leadership responsibilities to ensure timely and high-quality delivery.

### Vice President, Software Development

#### BaseballCloud

APRIL 2022 - JUNE 2024

Developed and executed engineering strategy, vision, and roadmap aligned with company's goals and objectives across multiple innovative baseball products used by MLB and college teams.

Collaborated with and contributed to building an innovative, high-performing engineering team composed of software engineers, hardware engineers, and quality assurance professionals to set up AWS EC2 instances and RDS/NOSQL database services with live global data feeds.

## SKILLS/EXPERIENCE

C#, C++, Unity, Python, WebGL, Three.js, React, Angular, Next.js, Node.js, and a lot more.

Oculus, Vive, Hololens, iOS, Android, PC, Mac, Web, Embedded Controllers

Linux, Apache, MySQL, PHP, MongoDB

AWS DevOps, Jenkins, CI/CD

AR/VR Technologies & Development

Hololens, Oculus

Machine Learning, Keras, Tensorflow, Jupyter notebook

Robotics

Hardware & Circuit Board Design

Architected frontend and backend Linux systems using ReactJS and Angular while incorporating Node.JS, C#, Python and PM2.

Drove technical excellence across engineering teams, defining, and ensuring application of best practices, coding standards, and structured quality assurance processes.

Fostered a solution-focused culture that leverages a customer-centric and business value approach to product development and enhancements.

Collaborated with key stakeholders, including executives, customers, vendors, and product managers to understand and define requirements and align engineering approaches.

## **Senior Software Architect & Engineer**

### **BaseballCloud**

SEPTEMBER 2020 – APRIL 2022

Led development from the ground up of PitchR, a cutting-edge 3D baseball data visualization platform that leverages ball tracking, motion capture, and sensor data with real-time replay and analysis features for multiple commercial applications.

Leveraged strong technical background in both software and hardware development to investigate and apply the latest advancements in relevant technology, including 3D, virtual reality, data visualization, and rendering, to improve products, advance market differentiation, and drive success.

Supported development of the Ballr product with the creation of data filtering algorithms to allow for the efficient and effective interpretation and comparison of pitch data including ball spin, axis, and seam orientation.

### **AWARDS**

**CODiE – Best Secondary  
Educational Game: SimFarm**

### **VIDEO GAME PRODUCTS**

SimFarm – PC, Mac

Centipede 3D – PC, Mac,  
Playstation

Monopoly Casino – PC

Mysterium – Gameboy

Bally Game Magic – PC

Who Framed Roger Rabbit

## **Senior Software Engineer**

### **Key Logic Software**

AUGUST 2017 – AUGUST 2020

Designed and developed virtual meeting software that allows clients to visualize large environments with models rendered in real-time using Hololens/Vive and LIDAR.

CNN Neural Network coding using Tensorflow/Keras to solve FFT discrimination problems.

Designed embedded controller and integrated software that leveraged gyroscopes and real-time data reporting for mapping of drill hole locations and shapes in underground mining applications.

## **Director of Product Development**

### **Revolution Mining Software**

SEPTEMBER 2015 – AUGUST 2017

In partnership with SNOlab, a Canadian underground science laboratory specializing in neutrino and dark matter physics, worked collaboratively with team on defining requirements, design, architecture, development, and implementation of software solutions using advanced AI technology (genetic algorithms and recurrent neural networks) developed to improve scheduling options across industries. Results rendered in Unity engine and WebGL using LAMP stack.

## **Senior Software Engineer**

### **ExactFlat**

AUGUST 2013 – SEPTEMBER 2015

Managed the design and development of online 3D pattern flattening software leveraging WebGL for real-time web rendering. Transitioned product to a cloud-based solution that integrates with SolidWorks plug-in. Utilized C#, .net, JavaScript, PHP, Apache, and Unity engine.

## **Co-Founder**

### **Big Dog Solar**

SEPTEMBER 2010 – APRIL 2013

Managed company that designed and installed large 10KWH solar tracking systems throughout northern Ontario.

Commissioned hardware and software required for over 30 system installs, including real-time reporting of power production.

## **Senior Software Engineer**

**Objectivity.ca**

JANUARY 2010 – SEPTEMBER 2010

Led the design and development of simulation software for the mining industry utilizing Django with Python to calculate the most advantageous drilling patterns and profiles from 3D location scans and core samples. Output, including drillhole locations, was rendered in WebGL, JavaScript, and PHP.

## **Various Roles in RFID Industry – Co-Founder, VP of Engineering, Senior Software Engineer**

**RFID Global Solutions, BuyRFID, Icon Nicholson**

2000 – 2009

Designed and built RFID software and hardware solutions to support real-time tracking of assets and parts during manufacturing, warehousing, and shipping to enable secure inventory management. Clients worked with include NASA (Space Shuttle), Boeing, Abercrombie & Fitch, Northrup Grumman and Prada.

## **Co-Founder**

**Leaping Lizard Software, Inc.**

1993 - 2000

Co-founded video game development studio that created 3D based video games for PC, Mac, and PlayStation. For Electronic Arts, Hasbro, Wizards of the Coast, Bally Gaming

## **Game Designer & Programmer**

**MAXIS**

1989 - 1993

Worked on several of the renowned Sims video games including writing and designing the CoDIE award winning SimFarm.

**VOLUNTEER WORK:**

I have worked with and mentored several FIRST Robotics teams (Go Team 4069), building and programming for robotics competitions.

**EDUCATION**

**University of Delaware, Newark, DE — *Computer Science***