

Eric Crozier

Williamsport, Pennsylvania | ericcrozier+jobs@gmail.com | 561 436 3716 | linkedin.com/in/ericcrozier | ericcrozier.com

Professional Summary

Senior Software Engineer and Technical Lead specializing in medical simulation software development and team leadership. Proven track record in architecting scalable solutions using C# and Unity, with expertise in UI/UX development and accessibility implementation. Demonstrated success in leading technical initiatives and mentoring development teams.

Professional Experience

Elsevier Inc.

Senior Software Engineer & Technical Lead

Oct 2024 - Present

- Lead technical direction for enterprise medical simulation platform
- Spearhead company-wide accessibility standards and implementation
- Direct architectural decisions for educational software solutions
- Champion UI/UX best practices and development standards

Software Engineer III

Dec 2022 - Oct 2024

- Led development of Clinical Practice Readiness Assessment (CPRA) platform
- Architected and implemented new UI system using Unity3D's UIToolkit
- Integrated NCLEX-style assessments through QuAD platform
- Established modular design framework for medical simulations

Key Achievements:

- Winning Together Award (Q2 2024) - Recognized for exceptional team performance
- Health Markets Bronze Coin (2024) - Excellence in CPRA project leadership
- One Health Award Nomination (2023) - Nominated for contributions to technology
- Lead the Way Q4 Nomination (2022) - Exemplifying Elsevier operating principles

Swoon Group, LLC

Software Engineer II (Elsevier Contract)

Jul 2022 - Dec 2022

- Initially contracted for Elsevier's medical simulation platform
- Enhanced platform architecture and stability
- Performance led to full-time offer and subsequent promotions

Akashikino Studios, LLC

Lead C# Software Engineer

Mar 2022 - Jul 2022

- Directed programming department standards and processes
- Implemented core game mechanics in Unreal Engine using C++ and Blueprints
- Created modular debugging systems for development efficiency

Third Coast Games, LLC Lead C# Software Engineer

May 2020 - Feb 2022

- Managed the programming department
- Planned, developed, and integrated software using Unity3D engine in C#
- Created dynamic framework for product feature implementation
- Developed debugging tools and programming guidelines
- Implemented Git repositories using BitBucket and SourceTree
- Skills: Software Infrastructure, C#, Unity, System Architecture

Etheous, Inc. Software Engineer

Apr 2019 - Oct 2020

- One of the co-founders of the company
- Designed decentralized financial software
- Coordinated team operations and priorities
- Skills: Software Infrastructure, C#, Unity, System Architecture

Lifeform Capital, LLC Software Engineer

Jan 2017 - Nov 2018

- Designed decentralized digital financial contract technologies
- Prototyped artificial intelligence for contract trading
- Skills: Software Infrastructure, C#, System Architecture

TM Tooling Computer Numerical Control Machinist

Jan 2014 - Dec 2016

- Operated CNC machines utilizing G-Code for rapid prototyping of industrial components

Technical Expertise

Core Development:

- Languages: C#, C++
- Platforms: Unity3D, Unreal Engine
- Tools: Jenkins, Source Tree, Plastic SCM, BitBucket

Specializations:

- Medical Simulation Development
- UI/UX Architecture
- Accessibility Implementation
- Software Infrastructure
- Technical Team Leadership

Education & Professional Development

Palm Beach State College – Unfinished (2010-2012)

- AA
- Focus: Business

Palm Beach Film School (2009)

- Film Production Certification
- Specialized in cinematography and production techniques

Professional Development

- LLM and RAG Deep Dive Workshop (2024) - 16 hours
- Continuous learning in emerging technologies