Eriks Vitolins

software engineer | frontend-focused | creatively-driven

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Remote & Los Angeles, CA

Summary

Over fifteen years of experience designing and building accessible, scalable software and services, with a customer-first approach spanning creative technology and cloud services. Skilled at partnering with stakeholders to understand customer needs and translate complex workflows into intuitive experiences.

Core Skills

Frontend - UX/UI
I bring a decade of experience designing, developing, and supporting UIs for globally distributed cloud services.

I enjoy unique challenges and finding graceful ways to implement solutions that best serve users. I'm passionate about identifying use cases, defining UX flows, and designing and executing plans that deliver what product users need.

CI/CD & Operations
Products need to be deployed and managed—automation is a must when scale and availability matter. I have built, launched, managed, monitored, and triaged services, including the Amazon Deadline Cloud service console and portal, guaranteeing 99% availability.

Workflows (Human & Agentic)
Developing and implementing successful agent-based, full-stack development solutions for both individual and collaborative scenarios.

Focused on agent-based workflows that support rapid iteration, standards enforcement, and leveraging utility to ensure deterministic results.

Backend & Cloud
Built, maintained, and consumed critical Node.js, Python, and PHP-based REST APIs for a variety of products and services, leveraging SQL, NoSQL, and WebSocket-based technologies

Leadership
Proven leadership both within and across teams, raising the bar on communication, knowledge sharing, peer mentoring, and helping design internal and formal education programs.

Education

Academy of Art University *–Bachelor of Fine Arts (BFA), Animation (2005)*

Professional Experience

Frontend Engineer II (L5) – *Amazon Web Services (AWS) (May 2019 - June 2025)*

- Partnered with product managers and designers to translate customer needs into production-ready, scalable, and accessible UIs for *AWS Deadline Cloud* and *AWS Nimble Studio*.
- Built complex, high-performance UI features, including Deadline Cloud's log viewer supporting 1M+ log lines.
- Championed workflow and technology improvements, including AI-powered development and planning initiatives.

Lead Frontend Engineer – *Nimble Collective (Nov 2018 - May 2019)*

- Unified teams, products, and technologies following the acquisition of RGB Notes, integrating its real-time video review service into Nimble's cloud platform.
- Led security audits and platform improvements in preparation for the AWS acquisition.

Founder / Full-Stack Developer – *RGB Notes (Jan 2008 - Nov 2018)*

- Bootstrapped and launched a browser-based SaaS for real-time video annotation, owning product strategy, UX/UI, cloud infrastructure, billing, and customer support.
- Grew the product and team to serve thousands of users, including Nimble Collective, Chapman University, and AnimSchool, while maintaining 99.9% uptime.
- Led the successful acquisition and technology integration of RGB Notes by Nimble Collective in 2018.

Animation Technical Director – *Blue Sky Studios (Dec 2015 - Apr 2016)*

- Improved animation workflows by developing internal tools for rigging and character performance.
- Worked with rigging and animation departments to improve UX and DX for artist toolsets; including code maintainability, flexible configuration and standardization of artist workflows to provide seamless use across current and future productions.

Lead Character Animator / Technical Liaison – *Rhythm & Hues Studios (Feb 2005 - Mar 2013)*

- Led character animation and technical direction on award-winning films including *Life of Pi, The Incredible Hulk,* and *Snow White and the Huntsman*.
- Led the animation department's technical initiatives, developing custom rigging and shot-management tools to improve production efficiency.