Eric L. Chen

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Objective

Utilize my technical and effective communication skills to obtain a summer internship within the disciplines of Product Management and Software Engineering

Education

University of California, San Diego   (Junior Standing)
- B.S: Mathematics/Computer Science
- Relevant Coursework: Discrete Mathematics, Mathematics for Algorithms & Systems Analysis, Data Structures, Computer Organization & Systems Programming, Software Lab Tools & Techniques, Data Science

Technical Skills

- Programming Languages (Working Knowledge): shell, HTML5, CSS, Java, JUnit
- In Progress: Python, PHP, C, Assembly, Javascript, Swift, Objective C, Node.js, Lua
- Software Tools: Vim, Vi, Eclipse, Valgrind, JDB, Terminal, Git, AWS, XCode, Android Studio

Work Experience

Knox Payments   *August 2015 - Present*
Sales Advisor/Developer Evangelist
- Serve as mediator between outside developers and internal software engineers, assisting with API integration and sandbox troubleshooting
- Build and maintain trusted customer relations while ensuring timely delivery of product and solutions
- Represent the product and host demonstrations to customers at field events and financial technology conferences

Geronimo   *June 2015 – September 2015*
Software QA Engineer
- Drove miscellaneous testing for stealth startup's iOS mobile email application
- Working closely with developers, logged and identified various patterns of bugs to test using Github
- Bulletproof testing to ensure fully functional features prior to release to App store

EzPzDay Inc.   *June 2015 – August 2015*
Web Development/Project Management Intern
- Using an XXAMP stack, implemented user-friendly shopping experience & e-commerce website for incubator stage startup with a small team
- Established version control workflow through the use of PHPMyAdmin, MySQL, and Bitbucket
- Organized team integration and led planning to improve productivity through Asana prior to product's initial launch

Leadership Experience

Phi Delta Theta Fraternity   *March 2015 - Present*
Alumni Relations Chair / Founding Member
- Coordinated goals and estabished mission statement to become successfully recognized as an associate chapter
- Responsible for outreach and record keeping of approximately 300 alumni, and coordinating mixer events

Projects

- Personal Android "fist bump" application through the use of NFC and Bluetooth with the use of Android Studio, Java and XML (In Progress)
- Simple "Nimble Ninja" iOS game application through Swift and Objective C
- Using JavaFX generics and Junit Test cases, developed Graphical User Interface (GUI) of "2048" Puzzle game
- "MyoMessage" project integration of Myo armband to send custom iMessages upon hand gestures through Lua & Applescript