Drew Erskine

+1 (248) 760-7316 | D.Murphy.Erskine@gmail.com | Linkedin.com/in/Drew-Erskine/
DrewErskine.github.io/DrewErskine-Resume

WORK EXPERIENCE

Dec. 2024 – Present

Full Stack Developer Intern, *Grand Rapids, Michigan*

Michigan High School Esports Federation (MIHSEF) - *www.mihsef.org*

- Developed and maintained full-stack solutions for MIHSEF, enhancing user experience and platform functionality based on user feedback and performance metrics.
- Designed and implemented RESTful API web services using the Java Spring framework, fit effectively for handling data operation during competitive esports events.
- Spearheaded the development of multiple Vue/Vite Single Page Applications, achieving a more dynamic and responsive user interface with custom CSS using Tailwind.
- Built over 10 scaffolding tools utilizing a variety of programming languages including Java, JS, C, C#, HTML and Python, which streamlined development processes and improved efficiency.

PROJECT EXPERIENCE

Spring 2024

Blog Platform | *Java 21, Spring Boot 3, PostgreSQL, Maven, React – www.github.com/dmerskine19/BlogPlatform*

Objective: A robust blogging platform built with Spring Boot, demonstrating modern Java development practices with a RESTful API, ensuring scalable and reliable content management.

- Supported CRUD Operations. Enabled users to create, read, update, and delete blog posts via a React Bootstrapped user-friendly interface.
- Secure Data Persistence. Utilized PostgreSQL, H2, and MySQL to test and ensure robust and secure, day zero data storage and transactional support.
- User Authentication implemented with OAuth2 authentication to maintain user accounts and sessions tokens.
- Responsive Design supported various aspect portions to suit mobile and desktop viewing.

Winter 2023

Tic Tac Toe | *Scala, SBT, Medal, CLI – www.github.com/dmerskine19/TicTacToe*

Objective: Create an interactive command-line version of Tic Tac Toe, allowing gameplay against an advanced AI.

- Initiate and play against an AI opponent via a responsive component-based Vue frontend or prompted command-line interface.
- Designed game logic including automatic checking of game state.

Winter 2023

Pokedex Explorer | *Node.js, Vue, Vite, Tailwind CSS, PokeAPI – www.drew-erskine.web.app/pokemon-search*

Objective: Develop a command-line and web interface application that interacts with the PokeAPI to provide users with detailed information about Pokemon, items, and moves.

- Implemented function to fetch data dynamically from PokeAPI handling asynchronous calls.
- Designed the project into separate modules between API calls, application logics, and interface display, to promote scalability

EDUCATION

Aug. 2020 - Aug. 2024

Grand Valley State University – *Padnos College of Computing, Grand Rapids, Michigan*
Bachelor of Science (B.S.) Major: Computer Science.