

ERIC SHENG - SOFTWARE DEVELOPER

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SKILLS

- Programming/Development: C#, JavaScript/jQuery/AJAX/JSON, HTML5, CSS3, SQL/T-SQL, Java, Git/Github, Microsoft TFS
- Frameworks: .NET Framework, ASP.NET Web Forms, ASP.NET MVC, Entity Framework, Microsoft Azure, Bootstrap, LINQ to SQL
- Methodologies: Full-Stack Web Development, Front-End UI/UX, Back-End, Scrum, Agile, Continuous Integration
- Quick Learner, with 10+ years building and troubleshooting computer hardware and software systems, and eager to learn new languages, frameworks in new environments
- Conversationally passable in Mandarin Chinese and Japanese Language

PROJECTS

JUNE 2018

[ClockIn Scheduler](#)

Full feature web application clock-in/out and scheduler, developed as a part of a team, using the ASP.NET MVC architecture. Includes an internal inbox messaging system, making time-off requests, a calendar system and more

- Fixed errors and usability of program, using Ajax calls and the Bootstrap framework to give an overall better user experience
- Improved and added features to user validation, querying, clock-in/out process, adding popup modal dialog boxes, user/admin interfaces, etc.
- Collaborated and contributed to the overall design process during standups using the Scrum/Agile process

MAY 2018

[Monster Database Importer](#)

Website application with the ability to import data from Excel spreadsheets, with a theme based on the classic Korean MMORPG Ragnarok Online

- Deployed on Azure, including full CRUD operations, sorting, written with Code First methodology to update future models easily
- Securely handles file uploads with exception handling to handle edge cases and incorrect file types

MARCH 2018

[War Card Game Simulator](#)

A recreation of the card game "War" that simulates rounds played, and plays the game until a player has no more cards, or a set number of turns

- Written in C# using ASP.NET Webforms, using recursion for certain cases in which players repeatedly do wars by drawing the same card
- Displays game results differently depending on whether player one or player two has won, or a tie (in a limited turn scenario)

EXPERIENCE

APRIL 2018 - JUNE 2018

Software Developer Intern

Prosper IT Consulting

- Using Microsoft Visual Studio and Team Foundation Server, worked with others developing ClockIn Scheduler
- Utilized the .NET Framework, C#, MVC, Bootstrap, and Javascript libraries jQuery and Ajax

EDUCATION

JAN 2018 - JUNE 2018

Full-Stack Web Development Program Graduate

The Tech Academy, Seattle

GRADUATED JULY 2012

Bachelor of Arts in International Studies (Asian Studies Minor)

University of Washington, Tacoma