

ERIC SHENG - SOFTWARE DEVELOPER

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SKILLS

- Programming/Development: C#, HTML5/CSS3/JavaScript ES6, jQuery, Ajax, Java, SQL, T-SQL, Git/Github, Microsoft TFS
- Frameworks: .NET Framework, ASP.NET Web Forms, ASP.NET MVC, Entity Framework, Microsoft Azure, Bootstrap versions 3 and 4
- Methodologies: Full-Stack Web Development, Front-End UI/UX, Back-End, Scrum, Agile, Continuous Integration, RESTful API's
- Lifelong passion for building and troubleshooting computers and networks
Always eager to learn new languages and frameworks, comfortable in any team environment
- Conversationally passable in Mandarin Chinese and Japanese Language

EXPERIENCE

JUNE 2018

[ClockIn Scheduler](#) - Software Developer Intern

Prosper IT Consulting

Full feature Employee Scheduler Web Application, developed as part of small four person team, using the ASP.NET MVC architecture. Includes an internal inbox messaging system, managing time-off requests, calendar system and more

- Using Ajax, jQuery, and Bootstrap framework, fixed errors and usability of program, to give an overall better user experience
- Added Modal dialog boxes, improved and added features to user validation, querying, clock-in/out process, and user/admin interfaces
- Worked in Scrum/Agile methodology, and Microsoft TFS to collaborate and contribute to the overall design process with standups and design meetings

PERSONAL PROJECTS

ASP.NET MVC
(C# AND RAZOR PAGES)

[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

- Microsoft Azure deployed, CRUD operations, Sorting, and written with Entity Framework Code First methodology to update future models easily
- Exception handling is used to watch out for edge cases and incorrect file types to securely upload data to the database without storing potentially malicious files

ASP.NET WEBFORMS (C#)

[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

- Utilizing OOP principles, Array-List collections, and Recursive methods to handle basic game logic and multiple 'war' events
- Displays game results differently depending on whether player one or player two has won, or a tie

SQL / TSQL

[Library Database](#)

Full feature normalized database of a library system with multiple tables, using Stored Procedures with various Join statements and Foreign Keys for querying requests similar to the needs of real life libraries

EDUCATION

JAN 2018 - JUNE 2018

Full-Stack Web Development (20-Week Program)

The Tech Academy, Seattle

GRADUATED JULY 2012

Bachelor of Arts in International Studies (Asian Studies Minor)

University of Washington, Tacoma

GRADUATED JUNE 2010

Associate of Sciences in Computer Engineering

Tacoma Community College, Tacoma

Courses included Java Programming I, II and III, Electrical Circuits, Calculus, Linear Algebra, Differential Equations