

Eric Bollar

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Languages: JavaScript/TypeScript, C++, C#, Java, HTML/CSS/Sass, Liquid/Nunjucks, Python, SQL

Tools: Node, React, 11ty, Contentful, Docker, AWS, Git, Vim/Command Line

EDUCATION

- **University of Pennsylvania, School of Engineering and Applied Science** Philadelphia, PA
BSE in Computer Science | Digital Media Design Program | GPA: 3.49 | Minor in Mathematics Expected May 2026
 - **Courses:** Prog Lang & Tech II, Discrete Math, Intro to Comp Systems, Linear Algebra
- **Sacred Heart Preparatory** Atherton, CA
High School Diploma | SAT: 1560 | GPA: 4.11 | SHP's Academic Excellence in CS Award May 2022

EXPERIENCE

- **Quicken - Product Development Intern** Menlo Park, CA
11ty, Contentful, Playwright, Liquid, HTML/CSS/Sass, Git, AWS, Docker May 2023 - Aug 2023
 - One of two interns on Quicken's Web Team (quicken.com) for Summer 2023.
 - **Web-Testing Tool:** Built a web-testing tool from scratch using *Playwright* and *Looks-Same* to pull screenshots of every page on quicken.com and compare with other versions of the site. Used *11ty* to build UI for the internal team to use the tool.
 - **Website Overhaul:** Due to Quicken's rebranding, helped completely rewrite existing *Drupal* codebase for website to use *11ty*, allowing for new *Contentful* content management system. Translated freshly-designed *Figma* web pages into the new codebase.
 - Learned how to effectively code and use *Git* in a team environment as well as developed proficiency with front-end web development.

PROJECTS

- **FullstackForum.com** Oct 2022
Node, TypeScript, React, URQL, GraphQL, Express, PostgreSQL, Docker
 - Built a forum from scratch using industry standard tools that allows users to create accounts, create/edit/delete posts, and vote on posts.
 - **PirateShips Game** Nov 2020
Node, Javascript, Three.js, AWS
 - Created a web game that allows players to control a pirate ship and fire cannonballs at other players. When destroyed, ships drop the gold that they were carrying that other players can collect. Server hosted on *AWS*.
 - **Windows Console Game Engine** Nov 2019
C++
 - Made a 2D game engine that uses the Windows Console's ability to print colored text to a window. Allows for users to create arcade-style games like Snake or Pong.
- ...More at <https://www.ericbollar.com>

EXTRACURRICULARS

- **NCAA Division-1 Men's Lacrosse Player** Sep 2022 - Present
Student-Athlete at the University of Pennsylvania
 - Dedicate 20+ hours per week during the school year for training, competition, and team activities.
 - Coach lacrosse to underprivileged youth from West Philadelphia through *Young Quakers Community Athletics*.
- Outside of school and lacrosse, I love fishing and watching football.