Eric Navar

EricNavar@ufl.edu · (813) 506-0973 · Tampa, FL github.com/EricNavar · gitlab.com/EricNavar · linkedin.com/in/EricNavar

_	١_			_		_				
н	- T	ור	П	C.	Λ	Л	ш	7	7	N
	и.	"	U	١.,	н	. 1		ч	,	ıv

Bachelor of Science in Computer Science University of Florida, Gainesville, FL

May 2022

- ☐ GPA: 3.94/4.00
- ☐ Minor: Digital Arts and Sciences
- Relevant Coursework: Discrete Structures, Intro to Computer Organization, Data Structures and Algorithms, Information and Database Systems, Intro to Software Engineering, Programming Language Concepts, Professional Communication for Engineers

INTERNSHIP EXPERIENCE

Front-end Developer, DC Rock Fitness

February - September 2020

- ☐ Created a MERN stack web app that handles user content and admin controls with a visually appealing interface utilizing Material-UI
- ☐ Communicate with client in a remote Agile environment
- □ Deployed to AWS Elastic Beanstalk with continuous integration and utilized other AWS services such as Elastic Compute Cloud and CodePipeline while minimizing costs

INVOLVEMENT

Vice President, UF Society of Software Developers

April 2020 - Present

- Explored tools and technologies in computer science such as testing and API design to promote well-written, working software
- ☐ Active member for 8 months before becoming vice president
- ☐ Conducted workshops such and contribute to presentations for general body meetings such as a Git Workshop given to 45 attendees

Finalist, HackFSU October 2019

- Used a Raspberry Pi running OpenCV for facial recognition to score users for how many times they have taken out the trash. Displayed the participants' scores on a React App
- ☐ Placed in 2nd overall

Member, UF Open Source Club

January - May 2019

Learned fundamentals of front-end development such as HTML and CSS to contribute to React components in a web app utilizing React-Redux and Material-UI

SKILLS

Languages: C++ · Java · HTML · CSS · JavaScript · MATLAB · MySQL · Python Tools/Libraries: Git · React · Material-UI · MongoDB · Expo · Android Studio · Unity