Eric Van Hezewijk

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Education

University of Victoria   Expected May 2027
Bachelor of Software Engineering   *Victoria, BC*
- **Relevant Coursework:** Software Development Methods (Python); Software Testing (Java); Algorithms and Data Structures; Database Systems; Computer Architecture

Technical Skills

Languages: Python; Java; JavaScript; SQL; C/C++
Web Development: React.js; Node.js; HTML; CSS
Testing & QA: Unit Testing (JUnit); Boundary & Property-Based Testing; Web Testing (Selenium)
Tools & Platforms : Git; GitHub; VS Code; IntelliJ IDEA

Projects

Web-Based Euchre Game | *React.js, Express.js, Node.js*
- Designed and implemented a full-stack Euchre card game with a **React.js** frontend and an **Express.js** backend.
- Built **RESTful APIs** in **Express.js** for player management, game state updates, card dealing, and round progression, incorporating **input validation**, **error handling**, and health check endpoints.
- Developed a responsive front-end interface in **React.js** featuring **state management**, real-time gameplay updates, and interactive components for card play and scoring.

Machine Learning Stock Predictor | *Python, NumPy, pandas, scikit-learn*
- Collected real-time stock market data using the yfinance library and preprocessed it by cleaning incomplete or faulty entries with **pandas** and **NumPy**.
- Trained and evaluated a predictive model using **scikit-learn**, applying an 80/20 train-test split and assessing accuracy with tools such as precision_score.
- Enhanced model accuracy by incorporating additional features, such as economic news and the specific day of the week, achieving a 57% success rate in predicting daily stock rises.

JPacman Software Testing Project | *Java, JUnit, Mockito, jqwik, Selenium*
- Designed and executed tests, including unit, integration, system, and exploratory tests, ensuring complete coverage of game mechanics such as movement, collisions, and scoring.
- Applied multiple testing methodologies: specification-based, structural coverage analysis, property-based testing (jqwik) and mutation testing.
- Achieved >85% branch and statement coverage through structural testing and continuous refactoring following TDD practices.

Experience

Oak Bay Public Works   June 2023 – Current
Auxiliary Labourer   *Victoria, BC*
- Plan and coordinate large-scale public events such as road closures and detours, working with cross-functional teams to ensure successful execution and clear communication.
- Maintain accurate records of equipment usage and maintenance schedules, requiring diligent attention to detail.
- Provided excellent customer service by addressing inquiries and complaints from the public, honing my problem-solving skills and the ability to communicate technical information clearly to non-experts.

Hot House Pizza   November 2021 – September 2023
Cook/Driver   *Victoria, BC*
- Collaborated with kitchen and delivery staff to ensure smooth operations and efficient service.
- Maintained organization and composure in high-pressure situations, honing my ability to function efficiently and calmly in rapidly changing environments.