ERICK S. PAIRAULT

Redmond, Washington | (425) 985-4985 | erick_pairault@hotmail.com
GitHub: Erick-Pairault | LinkedIn: Erick Pairault

I am a recently graduated software engineer with strong fundamentals in database systems, data analytics, and full-stack application design. Ideally seeking projects in technology, cybersecurity, or data-driven sectors. I thrive in building secure systems, optimizing data pipelines, and crafting user-centric applications.

WORK EXPERIENCE

Teaching Assistant for Voiland College of Engineering & Architecture
Instructed students on elements of Programming in C/C++ using data structures to help them understand the class materials and programming assignments. Taught a Programming Lab for students and hosted ~3hr Office Hours to help students debug/work on code each week.

Cyber Security Group | Treasurer
Organizing financial responsibilities for club events and sponsors.
Aiding in hosting and reaching students to participate and learn more about Cyber Security and what the industry entails.

Association for Computing Machinery | Treasurer
Engage in various Computer Science activities; we work on challenging coding problems, build soft skills through workshops, or listen to speakers from various companies.

Linux Users Group
Learned useful information on a weekly basis from presenters promoting the use of Linux and Open-Source software to improve efficiency and expand skills.

PROJECTS

T-Pot Honeypot Project • Set up a working honeypot using remote servers and machines –EC2 instances in AWS. • Applied OS images to run Debian 11 on the remote server after setting up a SSH key pair. • Installed the functioning T-Pot after connecting to the instance which could be accessed only from authorized IPs.

Home Court • Built the backend pipeline connecting Firestore DB with user profiles for seamless data integration. • Created and tested user-friendly GUIs with Flutter and Dart for enhanced user experience. • Developed interactive page designs using Figma, focusing on intuitive navigation and streamlined functionality.

Client-Server App • Created an instant messaging and file transferring app connected through network sockets. • Developed with Python the app is terminal text base. • Supports commands to bind to a socket and connect to a socket provided the port number and IP address.

EDUCATION

Bachelor of Science, Computer Science; Minor in Physics
Washington State University, Pullman, WA

Achievements & Awards
- First Place, Regional Cybersecurity Competition - Gonzaga University, Spokane, WA
- Winner, Palouse Code-Off - WSU v. UI Regional Coding Competition, WSU Pullman, WA

Essential Courses
- Professional Skills in Computer Engineering: Developed an Excel program using Visual Studio and C# focusing on Sprints, Testing, and software development fundamentals.
- Machine Learning: Learned various training methods and algorithms such as supervised, unsupervised, and reinforcement learning.
- Computer Networks and Security: Practiced various concepts involving network sockets, networking protocols, firewalls, and encryption.
- Data Science: Used R to collect, clean and analyze data with statistical models and charts.
- Database Systems: Created multiple applications to practice storing and querying data using SQL, Postgres, and MongoDB.

SKILLS

- Results-driven
- Technical innovation
- Highly skilled in software development and full-stack application design
- Extensive experience in data analysis and visualization
- Proficient in programming languages: C, C++, Java, Python, C#, Dart
- Proficient in frameworks: JavaScript, React.js, Node.js, Flask, Flutter, Unit Testing, NUnit Testing, Integration Testing
- Expertise in databases: Postgres SQL, MongoDB, Firebase
- Experienced in development tools: Visual Studio, Git
- Strategic project management with proven leadership
- Skilled in collaboration and teaching in technical environments