Eric Stein

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Technical Skills and Certifications

- Full Stack Software Development React Native, JavaScript, TypeScript, HTML, CSS, Flutter, Dart, Java, Python, Swift, Lua, C, C++, node.js, Flask, Express, FastAPI, Firebase, Heroku, Amazon Web Services, React.js, Google Cloud Platform, MySQL, NoSQL, MongoDB, Git, REST APIs, Websockets, AT&T Assembly, UNIX Shell Scripting, Solidity, Docker
- Data Science TensorFlow, R, Jupyter, Python, Matlab, Microsoft Excel, Anaconda
- Game Development Unity (C#), Roblox Studio
- Miscellaneous Autodesk AutoCAD (certified user), Autodesk Revit (certified user), Adobe Photoshop, Adobe Premiere, Final Cut Pro X

Education and Leadership

University of Virginia | School of Engineering and Applied Science, Charlottesville, VA Aug 2019 – May 2022

- *Major* Computer Science (B.S.)
- Minor Data Science
- Current Cumulative GPA 3.882 (Dean's List) (Major GPA: 3.91)
- Relevant Coursework Data Structures and Algorithms, Computer Organization and Architecture, Software Development Essentials, Theory of Computation, Operating Systems, Machine Learning, Cybersecurity
- Extracurriculars Founder & Former Lead of <u>UVa's Google Developer Student Club</u> (recruited 200+ students, hosted Google tech events, mentored <u>Solution Challenge</u> teams), International Collegiate Programming Contest (ICPC) Club, Enactus Consulting (assisting Lytos Technologies), Trigon Engineering Society (served as secretary)

Staten Island Technical High School,

Staten Island, NY

Sep 2015 – June 2019

- *Final GPA* 4.0 (Advanced Regents Diploma)
- Extracurriculars Science and Engineering Research Program, Hackathon, Robotics Team, President of Entrepreneurship in Gaming Club, Swim Team, Math Team

Work Experience

Software Engineer

Google

July 2022 - Present

- Team: Offers
- Increased web-extracted offer inventory by more than 20% using pattern recognition and web scraping algorithms, helping convince more merchants to sign with us; improved deal quality and maintained a 95% precision from top merchants such as Target; revamped deal snapshot database to comply with UGC policies and migrated dashboards; enhanced internal quality testing tools
- Front-End: HTML, UNIX Shell Scripting
- Back-End: C++, SQL
- Software Development Engineer Intern
 - Amazon

May 2021 – Aug 2021

- Team: Alexa Natural Language Understanding Data Preparation (Received Return Offer)
- Enhanced data prep tools used by hundreds of internal ML engineers, improving productivity and expediting the debugging process in data transformation tasks involving critical data
- Front-End: Python, UNIX Shell Scripting
- Back-End: AWS

• CTO / Co-Founder / Full Stack Engineer

Pareto Touch

July 2020 – June 2022

- Engineered a population health management system comprised of:
 - 1. a cross-platform mobile app (iOS and Android), which provides check-in, appointment-booking, and geofencing functionality
 - 2. an administrator web app, which allows for geofences to be set up, notifications to be configured, and check-ins to be effortlessly viewed and managed
 - 3. a HIPAA-compliant backend system, which stores data, sends notifications, runs geofencing logic, consumes hospital data feeds, and facilitates remote patient monitoring
- Currently being piloted with more than 700 patients and 5 medical professionals at a practice in Jacksonville
- Currently in <u>UNF CEI's</u> second Health and Medical cohort; won first-place (\$1000) at UNF CEI's Demo Day competition
- Front-End: React Native, React, JavaScript, Java
- Back-End: Python, Node.js, Firebase, GCP
- Undergraduate Research Assistant
 - O UVa Landmark Recognition

Nov 2019 – June 2020

- Goal: train and deploy a computer vision model that recognizes various UVa landmarks, such as the Rotunda, via crowdsourcing now open-source on GitHub
- Contributed by developing and publishing a cross-platform <u>iOS</u> & <u>Android</u> mobile app with two modes:
 - 1. collect and label images for use in training
 - 2. display our pre-trained model's predictions about a given photograph
- Front-End: React Native, JavaScript
- Back-End: Firebase

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o <u>TuneScope</u>

- Led the development of an online learning environment with three main purposes:
- 1. allow users to create music using block programming
- 2. allow users to visualize the amplitudes and frequencies of musical notes
- 3. collect usage data for use in training artificial intelligence to offer music synthesis suggestions
- Currently being used by hundreds of students in classes across UVa, Blue Ridge Community College, and several local high schools
- Front-End: HTML, JavaScript, CSS
- Back-End: AWS, Firebase

o TensorSnap

Aug 2021 - May 2022

Sep 2019 - Present

- Developing a block-programming interface for TensorFlow to be used in machine learning courses for non-C.S. majors at UVa
- Front-End: TensorFlow.js, React, JavaScript
- Back-End: Firebase

• Freelance App & Website Development

Day Trippin'

Aug 2019 – February 2020

- Delivered a social media app in which users share about hikes and trips through certain points of interest; sourced through Upwork.com
- Front-End: React Native, JavaScript
- Back-End: Firebase

o <u>collegeunfiltered.com</u>

March 2020 - April 2020

January 2023 - Present

- Delivered a website where UVa students and alumni can anonymously answer various questions about attending school at UVa
- Front-End: React, JavaScript
- Back-End: Firebase
- Personal Projects, Hackathons, & Classwork

Chat GPT APIs

• Used prompt engineering and API design to develop multiple APIs that leverage Chat GPT, including a text summarizer, a cryptocurrency

price analyzer and trade advisor, and a unit test generator.Back-End: Python, Docker, AWS

AddressEye May 2021

Automated a <u>Twitter bot</u> that responds to mentions containing street addresses with satellite imagery of those addresses

Back-End: Python, Docker, AWS

Runner Royale

July 2019 - March 2020

- Prototyped a mobile game in which up to 100 users can race against each other in real time using the sensors on their phones
- Front-End: React Native, JavaScript
- Back-End: Heroku, Firebase, node.js
- NYC 311 Map

Mar 2019 - May 2019

- Prototyped an app that leverages NYC's 311 API to populate a map with nearby and recent 311 reports
- Front-End: React Native, JavaScript

Research Experience

• Aggressiveness Detection (Pace University)

Aug 2018 – May 2019

- Trained an <u>acoustic model</u> to differentiate between aggressive and non-aggressive tones (95% accuracy) and bullying and non-bullying statements (63% accuracy) using voice recordings from student volunteers
- o Back-End: TensorFlow, Flask
- Loading Screens and Tolerable Waiting Time (Staten Island Technical High School)

Aug 2016 – May 2017

- Determined that interactive loading screens produce high tolerable waiting times by programming websites in JavaScript/HTML/CSS to calculate the
 time it takes for a user to hit refresh as the websites load; experimented with secondary school end-users and developed a <u>Google Chrome extension</u>
 that renders an interactive loading screen over any website
- o Front-End: HTML, JavaScript, CSS

Awards & Achievements

- New York City Science and Engineering Fair (NYCSEF) Finalist, Contestant – June 2019, June 2018
- National Mu Alpha Theta Mathematics Award June 2019
- New York City Hack-League Finalist June 2019
- Quality of Life Innovations (WiSE Regional Program) Semifinalist May 2017
- New York State Attorney General's 2015 Triple C Award (For Being Valedictorian of George L. Egbert Intermediate School) – June 2015
- Staten Island Borough President's Office's Certificate of Appreciation / Borough Leader Award June 2017
- National Honors Society June 2018, June 2019
- AP Scholar with Honor and Distinction Awards 2015-2019