

Erik Matthew Phillips

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EDUCATION

California Polytechnic State University – San Luis Obispo, CA Graduation 2018
Bachelor of Science Degree in **Computer Science**
Class Level: Senior | GPA: 3.56

SKILLS

Programming Languages: C, Python, JavaScript, Java, AngularJS, Assembly, Swift
Applications and Hardware: JetBrains IDE, Unix Machines, Microsoft Office, Apple iWork

HIGHLIGHTED PROJECTS

C PROJECTS

- *MyTar* – Implemented a Tape Archive program to build and restore files and directories to and from a single tape file. Design of file organization standards and compression of output files.
- *Makefile Utility* – Created an implementation of the Makefile utility to compile and run code.
- *LinearSim* – Applied a Computational Fluid Dynamics problem to creating processes in the UNIX environment. Used pipes, forks, and execs to efficiently complete computation.

JAVA PROJECTS

- *Maze Game* – Designed and created a graphical game, taking user input to navigate a maze. Implemented various classes of artificially intelligent players and monsters within the game.

OTHER VARIOUS PROJECTS

- *ARM Thumb Simulator* – Implemented a simulator to interpret and execute assembly code.
- *Farmer's, Inc.* – Collaborated with team of 5 classmates to implement a farmer's market website curated towards ease of public access to information about market vendors.
- *Automated Arduino Robot* – Designed and built an Arduino robot to navigate a maze using IR sensors, LED lights, and speakers. Wired, configured, and operated the robot wirelessly through Bluetooth technology.

EXPERIENCE

Apple Computer – Cupertino, CA

Software Engineering Intern 2017
Develop automatic issue diagnosis during a six-month extended internship for the CoreOS Mobile Software Update team.

OurGlass TV – Campbell and San Luis Obispo, CA

Junior Software Engineer 2016-2017
Create web-based TV and mobile applications for a start-up company redefining the out-of-home commercial TV experience.

California Polytechnic State University – San Luis Obispo, CA

Resident Advisor 2015-2017
Support up to 90 residents in all areas of daily life by organizing events and resolving conflicts, while ensuring that the community remains safe by having regular on-call shifts and community interactions.

Training and Development Intern, Desk Manager

2016
Design, create, and coordinate 60+ hours of Resident Advisor Training for University Housing while managing a desk staff of 8 providing resident services.