Eric Tabuchi

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Education

Pepperdine University **Malibu, CA**
B.S. Computer Science and Mathematics 3.915 GPA *August 2018 - May 2021*

- **Selected Coursework:** Computer Systems, Data Structures, Programming Paradigms, Computer Networks

Washington University in St. Louis **St. Louis, MO**
B.S. Computer Engineering 3.96 GPA *August 2021 - May 2023*
M.S. Computer Engineering 4.00 GPA *August 2023 - May 2024*

- **Selected Coursework:** Computer Architecture, Digital Integrated Circuit Design and Architecture, Computer Systems Design, Object-Oriented Software Development, Video Game Programming, Mobile Application Development

Technical Skills

Programming Languages: C#, VHDL, React, React Native, Swift, Python
Developer Tools: Git, Prisma, Firebase, AWS, Vivado, Cadence Virtuoso, Unity, Slack
Portfolio: eric-tabuchi.com

Experiences

Portal - Revolutionizing Career Discovery | React, React Native, Node.js, Prisma, PostgreSQL **May 2024**
Chief Technology Officer

- Led a team of 4 developers in a seed-stage, post-revenue career exploration startup, driving key product enhancements and fostering a collaborative, agile development environment
- Optimized backend server architecture to scale for additional database capacity and advanced search capabilities, enabling 300% faster content retrieval and a smoother user experience
- Developed a landing page that converted visitors to users at 15%, captured user data, and automated email outreach

Asia in St. Louis | C#, Unity, MapBox, Firebase **Nov 2023**
Software Engineer

- Developing an Android application where users explore Asian American history through location-based services
- Integration of Google Firebase and MapBox APIs to visualize geographical data and store historical site information

Projects

Ocsilloscope Simulation | VHDL, ExpressPCB, Python, Tkinter **Jan - May 2023**

- Created a 32-bit microcontroller using a programmed FPGA and custom PCB that outputs continuous two-channel data
- Implemented a Python Tkinter GUI to serially connect with the microcontroller and graph oncoming data in real-time

8-Bit Encryption CMOS Chip | Cadence Virtuoso, Python **Jan - May 2024**

- Designed schematic and layout of CMOS Chip able to encrypt 8-bit data using the Simplified DES algorithm
- Tested and verified design through Cadence simulations and Python version of algorithm

ARCraft - Play in Real Life | Swift, Firebase **Jan - May 2022**

- Lead tester and frontend developer for an AR Video Recording iOS application
- Integrated and managed Firebase to support user authentication and database video uploading

Stumpy | C# **Jan 2023**
STL Game Jam 2023 Entry

- Main gameplay programmer for a three-person development team working on a game prototype within 3 days
- Utilized a custom C# game engine to code all gameplay logic and deliver within the short time frame

Project Grinch | C#, Unity **Aug - Dec 2022**
Endless Runner Video Game

- Lead animation and UI programmer, developing and managing all game animations and UI functionality
- Implemented an infinitely repeating level track and gameplay logic
- Held playtesting and weekly team meetings to gain user feedback and gauge development based on group progress.