Eric Stewart

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https://spaghettification37.github.io/

Skills

Languages – Java, C#, C/C++, Python, HTML/CSS, JavaScript
Frameworks/Libraries – ReactJS, JavaSwing, Spring, Django
Technologies – Git, MySQL, AWS, Windows, Linux/Unix, Unity, Blender

Projects

CircuitSocial
- Worked with a team of 5 to design a social media platform on which users can make posts and connect with peers.
- Built using a ReactJS frontend partnered with a Django backend, connecting to a MySQL database deployed via Amazon Relational Database Service. The final product was hosted through an EC2 instance.
- Implemented primarily backend functionality including designing the Django Models and Views along with accompanying unit tests to ensure proper functionality. These include functionality for creating posts, managing friends, and facilitating private messaging.
- Implemented early frontend functionality providing a base for other team members to build upon while also providing further frontend support towards the end of development wherever assistance was needed.

Oaf World
- Worked with a team of 6 to design and build a tile-based strategy game premised on a world of Wizards clashing against Robots invading from another dimension.
- Powered by Unity Game Engine and Modeled with Blender.
- Lead game's art development, modeling and animating characters, items, and levels while ensuring proper animations play during player interactions and character movement.
- Focus on game balance and designing character attacks and damage mechanics.

PayMe
- Worked with a team of 6 to design a mock website meant to facilitate peer-to-peer money transfers between users.
- Built using a ReactJS frontend with a Spring Boot backend to connect a MySQL database.
- Primary focus on implementing backend functionality, including functionality for initiation and reception of transfers and connecting accounts togethor via a friend-based system.
- Implementation of frontend components as backend implementations reached completion, providing support for the frontend team.

Education

California State Polytechnic University, Pomona – August 2023 – May 2025
Currently studying Computer Science at Cal Poly Pomona (CPP). Senior standing with a 3.88 overall GPA. On track to graduate with a Bachelor of Science, Computer Science after the Spring 2025 semester.
- **Coursework:** Systems Programming, Object Oriented Programming, Formal Languages and Automata, Database Systems, Computer Architecture, Design & Analysis of Algorithms, Software Engineering

Mt San Jacinto College, Menifee – August 2021 – May 2023
Graduate from MSJC with an Associate Degree for Transfer which I used to transfer into Cal Poly Pomona where I currently study.
- **Coursework:** C++, Java, Data Structures & Algorithms, Disrete Structures, Computer Organization & Assembly

Experience

Technician • Suretechs • San Diego, CA • May, 2018 – Present
- Work Summers and Winters as well as any specialty jobs during the academic year.
- Installing home audio/video systems, networking and programming home automation systems, and generally teaching customers how to use their new technology.
- Carry out any miscellaneous tasks that may be requested, such as photoshop work, document management, or any other general technology-based tasks.