

## Eric Hébert

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### What I Have to Offer:

- 7 years of programming experience with C++, JavaScript, and other technologies
- 4 years of experience working in the software development industry

### Education:

- B.S. in Computer Science from University of Maryland – Baltimore County (May 2017)
- A.S. in Computer Science from Harford Community College (May 2014)
- Harford Technical High School – Computer Networking Technology (June 2012)

### Projects:

- **Games**
  - Project Square: Time traveling transport puzzle game
  - You Are The Virus: Control an army of viruses to destroy cells
  - Multiversal: A puzzle-platformer game with parallel worlds
  - Undead MMO: A multiplayer zombie survival game
- **Software**
  - PicoES: A framework for managing entities with attachable components
  - Cells: An interactive cellular automaton program with custom rule sets
  - Wrote libraries to handle networking, file parsing, and encryption.
  - Program searcher/launcher, speedcubing timer, random password generator, auto-typer, unit converter, messaging system, and more.

### Work Experience:

- **Dotru: Software Engineer (November 2015 – Present)**
  - Back-end development for a business intelligence web application, to assist companies with government contracts
  - Helped develop a RESTful API with Groovy, Grails, MongoDB, and Spring Data
- **Digital Innovation: Software Engineer (March 2013 – November 2015)**
  - Maintained patient registry software, NTDB, and report writing software
  - Developed various libraries and command-line utilities
  - Integrated build processes into consistent build servers
  - Used C++, XML, JSON, SQL, Python, and Lisp
- **Walmart: Electronics Sales Associate (July 2012 – March 2013)**

### Skills:

- Languages: C++14, JavaScript (ES6), Python (2 & 3), C, PHP, Go, Assembly, Java
- Other: SFML, Pixi.js, Node.js, Linux, HTML, CSS, SQL, Flask, Raspberry Pi, Leap Motion

### Activities:

- Winner of NASA SpaceApps challenge in Laurel, MD for making Drone Storm
- Winner of UMBC Local Hack Day 2015 for making FriendFinder
- Came in 2<sup>nd</sup> place for DJ-Treegasm at HackUMBC 2016, a leap-motion controlled fractal visualizer and audio synthesizer written in JavaScript and HTML5
- Participated in speedcubing competitions, with a best 3x3x3 time of 12.76 seconds