

# ERIC BAI

Computer Science and Business Administration  
ebai@uwaterloo.ca | [ericbai.me](http://ericbai.me) | [github.com/baieric](https://github.com/baieric)

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## QUALIFICATIONS

- Proficient in full-stack web development using PHP, MVC, JQuery, MySQL, HTML, CSS
- Experienced in Java, SVN, Javascript, C++, and C
- Knowledgeable in sorting, object-oriented design, querying, and data structures
- Effective communicator, enthusiastic team member, passionate hacker

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## TECHNICAL EXPERIENCE

### Programmer

Toronto, ON

REA Inc.

May–August 2014

- Created websites from scratch using PHP (Yii Framework) with MVC pattern and MySQL
- Developed freelancer employment website for a client ([caymanfreelancers.com](http://caymanfreelancers.com))
- Implemented back-end features such as different user types, complex database queries, cron jobs, Ajax callbacks, JSON encoding, API implementation
- Developed front-end designs with responsive interface and Bootstrap
- Improved efficiency of an automated email task for a client with over 1,000 subscribers

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## PROJECTS

### Deja Who – Android Social App | [github.com/baieric/deja-who](https://github.com/baieric/deja-who)

September 2014

A work in progress app for meeting people nearby who you would otherwise pass by every day

- Built with Android Studio, using Parse.com API for the database and Facebook API
- Uses GPS to create a chat if two users with similar interests pass by each other twice

### CarPal – Android Carpool App | [github.com/baieric/CarPal](https://github.com/baieric/CarPal)

June 2014

An app for connecting drivers and passengers looking to carpool through advanced search

- Built in Java with Eclipse IDE, using Parse.com API for the database
- Final product pitched to Metrolinx

### S-Bike – Web Game | [github.com/baieric/sbike](https://github.com/baieric/sbike)

January 2014

A game of multiplayer Snake displayed on a computer using mobile devices as controllers

- Designed controller interface and implemented logic for player collisions and movement

### Video Game Development Projects

April 2011–June 2013

Three annual video game projects

- Collaborated to develop a Space Invaders-style game and a top-down shooter game in Java
- Created and presented a sliding block puzzle game in Visual Basic independently

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## EDUCATION AND HOBBIES

### Candidate for Bachelor of Computer Science

University of Waterloo

Waterloo, ON

2013–2018 (expected)

### Candidate for Bachelor of Business Administration

Wilfrid Laurier University

Waterloo, ON

2013–2018 (expected)