

# Eric Downey

## Software Engineer

Phone (954) 632-0697

E-mail edowney29@gmail.com

LinkedIn <https://linkedin.com/in/edowney29>

GitHub <https://github.com/edowney29>

## About Me

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**Programming** Node.js, C#, Golang, Java, Android Studio, React Native

**Web Related** HTML, JavaScript, CSS, Express, Socket.IO, React, Redux, Angular 2+, JSON, HTTP, JWT, OAuth2

**Databases** Microsoft SQL (Azure), NoSQL (MongoDB), DynamoDB (AWS), Firebase (GCP)

## Experience

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### Full Stack Developer

*QwikCut Video & Analytics*

Sept 2017 - Apr 2020

- Design a RESTful web application with Node.js, Express, Angular 5, and Bootstrap 3, with an intuitive UI focused on a YouTube-like UX with social media-like interactions and administrative tools; hosted on Heroku
- Integrate a micro Java 8 and Spark RESTful API utilizing File IO, log4j, JSON, and JWT authorization to handle video compress and uploading with Amazon's AWS tools S3, Lambda, and Media Convert; hosted on EC2
- Migrate an existing Microsoft Azure SQL database seamlessly into a Node.js REST API utilizing Sequelize along with developing and maintaining SQL scripts and complex queries for data analysis and migrations
- Develop a companion mobile application for the existing platform using React Native with Redux and Google Material frameworks targeting Android and iOS featuring native video and image capture, strong gesture support, third-party TalkJS services, and Google Firebase cloud messaging for notifications
- Comply with Agile and Scrum software development life cycle methodology and principles
- Create wire-frames, system designs, and mock-ups for proposed projects and update as needed

### Smartphone Technician

*GizmoTrader*

Aug 2016 - Sept 2017

- Evaluated technical problems in a smartphone's software and hardware to determine functionality
- Performed high quality repairs and refurbishment such as replacing a cracked screens or broken buttons
- Accurately documented repairs and part information on repair tracking work orders
- Met and exceeded key performance objectives including service and repair metrics

## Education

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### University of Central Florida

*B.S. in Computer Engineering*

2012 - 2017

- Designed the QwikBox, a portable remote video capture device, sponsored by QwikCut for Senior Design that incorporated an Intel NUC with Python scripts and a companion Android Studio app remote control
- Developed Knight Go, a campus information guide in Android Studio, as part of five person team that emulated the gameplay and augmented reality of Pokémon Go

## Projects

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**Discord Bot:** Developed using Discord's API and Node.js featuring Youtube API integration and DynamoDB database for stat tracking. Running on Raspberry Pi with Python scripts for deployment

**Unity 3D Multiplayer Game:** Currently in Beta, a cops and robbers-like game featuring voice chat and local p2p connections. Networking achieved using C# websockets and Golang http server for routing. Published on Steam

**React PWA Portfolio:** Designing a PWA mobile first personal website with React, Redux, Thunk, and Material UI framework featuring projects and development blogs. Hosted on Heroku with Google Analytics