ERIC WEI

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EDUCATION

University of California San Diego *September 2016 - June 2020*
B.S. in Computer Science GPA: 3.52

SKILLS

Languages	(Primary) Java, Javascript, Python, ReactJS
	(Secondary) C, C++, HTML & CSS, MySQL, NodeJS
Software & Tools	JUnit, Valgrind, Github, Linux, Android Studio

EXPERIENCE

CliniComp, Intl. Software Engineer Internship Summer 2019

- Full stack software engineer focused on rebuilding data visualization tools on the company's front end and redesigning configuration files on the back end.
- Trailblazed a new screen config file format and wrote a script to help facilitate the transition process.
- Successfully slashed screen loading time and improved interaction speed by a magnitude of 1.6 times on their website through techniques like context manipulation, delaying rendering, and caching data.

Alti Slack App Spring 2020

- Operating in an agile style large remote team, designed and developed a Slack app meant to help developers transition in and out of their workflow, managing to complete MVP in 6 weeks.
- Alti allowed for custom warmup and cooldown times for each day, different kinds of warmups and cooldowns for the user to send and receive, and weekly pairings of users.
- For functionality and maintaining a working pipeline, we used Slack API calls, Firebase database, Google cloud scheduling APIs, and Github actions for the pipeline.

Octopet Spring 2019

- Created an Android app that tracks healthy eating at HackSC. Take a picture of your food to feed your Octopet who then responds relative to how healthy your food is.
- Technologies include Android Studio to build the app, Firebase Machine Learning kit's image labeling to process images, and Transposit API to retrieve gifs.
- Completed over two days, I presented Octopet to judges and was the entertainment prize runner-up.

PROJECTS

Games

- Built the game 2048 with GUI complete with fluid tile movement, score-keeping, a Game Over message, and an AI algorithm that consistently scores 2048 using an expectimax algorithm.
- Created a Sudoku solver using constraint propagation and backtracking search in Python.

Underlying Principles

- Designed and implemented an ISA in Verilog for several specific programs- inverse, divide, square root.
- Created a type-checked language capable of arithmetic, loops, conditionals, and dynamic memory management through a self implemented garbage collector.

Networking

- Built a web router implementing ICMP & ARP protocols.
- Learned about and implemented a simple cloud-based file storage service with FIFO policy.