

ERIC WEI

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EDUCATION

University of California San Diego

September 2016 - June 2020

B.S. in Computer Science

GPA: 3.52

Courses Taken: Advanced Data Structures, Design & Analysis of Algorithm, Database System Principles, Int Artif Intell: Search & Reason, Deep Learning, Networked Services, Advanced Software Engineering, Compiler Construction, Intro to Computer Security, Recommender Sys & Web Mining

SKILLS

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

WORK EXPERIENCE

Software Engineer Intern - CliniComp, Intl.

Summer 2019

- Rebuilt data visualization tools on company's front end and redesigned configuration files on the back.
- 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.

PROJECTS

Alti Slack App

Spring 2020

- Worked in an agile remote team to design and develop a Slack app helping developers transition in and out of their workflow and completed MVP in 6 weeks.
- Functioned with 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.
- Used Slack API calls, Firebase database, Google cloud scheduling APIs, and Github actions to maintain functionality.

HackSC Entertainment Prize Runner-Up Octopet

Spring 2019

- Created an Android app that tracks healthy eating at HackSC by taking a picture of your food and feeding it to your virtual pet called Octopet who then responds relative to the food's nutritional value.
- Used Android Studio for app development, Firebase Machine Learning kit's image labeling API to process images, and Transposit API to retrieve gifs.

2048

Winter 2019

- 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.

Instruction Set Architecture

Winter 2019

- Designed and implemented an ISA in Verilog optimized for the specific operations of inverse, divide, and square root.

Compiler Construction

Fall 2019

- Used OCaml and C to create a type-checked language capable of arithmetic, loops, conditionals, and dynamic memory management through a self-implemented garbage collector.