

Erik Sjöholm

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EDUCATION

University of Pittsburgh

B.S. | COMPUTER SCIENCE

Pittsburgh, PA | Expected May 2017

CERTIFICATIONS

Microsoft Certified Technology Specialist: Windows 7 - Configuring
• Juniper Networks Certified Associate: JCNIA – Junos • VMWare Certified Associate: VCA6-DCA – Data Center Virtualization

THE LAUNDRY LIST

Java • Python • C • HTML • JavaScript • JQuery • PHP • CSS • SQL • Git • Maven • Gradle • Unity • LibGDX

SKILLS

Data structures • Software design patterns • Software delivery models • Software licensing • Customer Service • Data Science

COURSEWORK

Data structures • Systems Software • Algorithm Implementation & Analysis • Software Engineering & Quality Assurance • Data Science • Web Applications • Game Design & Implementation

LINKS

[GitHub.com/eas141](https://github.com/eas141)
[LinkedIn.com/in/esjoholm](https://www.linkedin.com/in/esjoholm)
eas141.github.io

CLUBS/SOCIETIES

Pitt Computer Science Club • PGHPython • Code & Supply Co • Academic Honor Society

EXPERIENCE

EXPEDIENT DATA CENTERS | NOC ANALYST

2013 – 2014 | Pittsburgh, PA

- Made a natural language processor tool to be added to Chorus web application.
- Windows Server administration – 2000/NT -> 2012 – AD, GPO, IIS, Exchange, SQL structure & Anti-virus platform
- Linux/Unix Server – Server backups – Schedule, create, monitor, modify jobs and manage backed up client as needed
- Network device management – Primarily Cisco & Juniper devices – ScreenOS, JunOS, IOS, layer 1 & 2 troubleshooting
- VMWare cluster administration – Manage existing clustered VM's provisioning (resources), incidents, configuration

AON | DESKTOP SUPPORT CO-OP

2011 | Pittsburgh, PA

- Presented cost analysis and implemented a change in policy to data sanitization processes. This change resulted in reduction of hard drive purchasing and generated 85% global hard drive cost savings, totaling over \$45,000 annually.

PROJECTS

DISRUPTIVE DICE | DEVELOPER

February 2016

- Platform independent phased turn based RTS (like Hasbro's Risk) with interruptible turns, resources, and unique heroes
- Early stage, participated in game engine evaluation, decision, and creation of JavaScript based custom 20 sided dice "throw" engine

BITCOIN/ETHEREUM GROUP | DESIGNER, ADMINISTRATOR

January 2016

- Design, build, and run Pine64 based ASIC Bitcoin collector
- Design, build, and run Ethereum mining rig for partnered group

OTHER ACTIVITIES

DEK HOCKEY | Player

September 2016 – Present | Pittsburgh, PA

- Ambidextrous winger

KICKBALL | Player

August 2015 – June 2016 | Pittsburgh, PA

- 3rd Base

References available upon request