

ERIC CHARLES SMITH

UX Designer & Web Engineer

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Hello, I'm Eric. I love being creative, exploring, broadening my horizons and crafting delightful user experiences in my products. I'm a photography enthusiast and love being outdoors.

Experience

September 2014 – Present

Cisco – Front-End Engineer

Member of a small team focused on creating a BackboneJS based web application for WAN visualization. Currently on Educational Leave.

San Jose, CA

May 2014 – September 2014

Cisco – Java Engineer

Member of mid-sized agile team working on the creation of WAN Orchestration Web API's. Worked with JAX-RS to create REST-ful services. Also contributed to the product's developer site.

San Jose, CA

January 2012 – May 2014

People's Market – Co-Manager/Owner

Handled all aspects of running the business including but not limited to organizing shifts, facilitating meetings, addressing conflicts, running workshops and handling deposits.

Amherst, MA

Summer 2011, Summer 2012

MLSC Internship – Reflectance Medical

Intern at a "Start-Up" Medical Device Company working in the field of Mobile Device Health Monitoring. Conducted research in the lab, created scripts in Matlab and assisted in the company's first FDA submission.

Westborough, MA

Education

March 2015 – Present

General Assembly – UXDi

UX Design Program Immersive Program
San Francisco, CA

Sept. 2010 – May 2014

Computer Science – BS

University of Massachusetts Amherst
Amherst, MA

Projects

April 2015

ProtoHack – GivJoy

Givjoy is a mobile application for allowing a person to bring joy to their friends. GivJoy was created at ProtoHack, a code-free hackathon, in 7 hours.

San Francisco, CA

January 2014

Meet & Eat – M&E

Meet & Eat is an app designed to allow users to organize meet-ups with friends to get a bite to eat. M&E was created as a final project for a Usability course in my university.

Amherst, MA

Front-End Skills

HTML5, CSS3
LESS, SASS
JavaScript, jQuery
Git, Node.js
Bootstrap
BackboneJS
AngularJS
MarionetteJS
Grunt, Bower, Yeoman
WebStorm/Sublime

UX Design Skills

Sketch
Omnigraffle
Illustrator, Photoshop
User Interviews
Problem Definition, Strategy
Card Sorting
Personas, User Journeys
Sitemaps, Wireframes
Clickable Prototypes
Usability Testing

Other Skills

OO Design
Java
JAX-RS, REST Architecture
Android SDK
C#(Unity)
Apache Frameworks
MySQL, NoSQL(Cassandra)
Gerrit Code Review
Scrum, Agile
Eclipse, IDEA.