

# ERIC CHARLES SMITH

UX Designer & Web Engineer

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Oakland, CA



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

Sept. 2014 – May 2015

### Cisco – Front-End Engineer

Member of a small team focused on creating a web application that utilized HTML, CSS and Javascript to allow our users to visualize their WAN or Wide Area Network.

San Jose, CA

May 2014 – Sept. 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 – May 2015

### General Assembly – UXDi UX Design 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.

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.