

eddiechou

web developer | san jose, ca

contact

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programming skills

♥ JavaScript
HTML5, CSS, jQuery
Ruby on Rails
Chrome Developer Tools
Git, GitHub, Markdown
Jasmine
Java, C++

education

2015–2016

M.S. COMPUTER SCIENCE - GPA: 3.976

Cal State University, East Bay

Favorite Courses: SW Eng of Web-based Systems, Computer Vision, AI

2015–2016

FRONT-END WEB DEVELOPMENT NANODEGREE

Udacity

MV* Frameworks (Knockout, Backbone), JS, HTML/CSS, Design Patterns, Grunt/Gulp

2006–2010

B.S. CHEMICAL BIOLOGY

University of California, Berkeley

Minor in Nutritional Science

projects

2016

NEIGHBORHOOD MAP



Technologies: Knockout.js, jQuery, W3.CSS

- Created a responsive, single-page web app featuring a map of London with highlighted locations, relevant third-party data, and various ways to browse the content.
- Handled asynchronously-loaded data from Google Maps, Flickr, and Wikipedia APIs with Knockout.js framework and displayed the data using customized InfoWindows.
- Implemented location-filtering functionality and error-handling for the API calls.

2016

FEEDREADER UNIT TESTING



Technologies: Jasmine

- Implemented Jasmine unit tests for a FeedReader site.
- Ensured new feed data resulted in content changes.
- Tested the initial state of elements on the page and the effect buttons had on them.

2016

PHOTOBOOK

Technologies: Ruby on Rails, SQLite, Amazon EC2, Wiki Documentation

- Developed a Ruby on Rails web app that allows users to share their photos with others while interacting with each other by commenting on their pictures.
- Deployed the application onto an Amazon EC2 instance that I set up with an Ubuntu pre-defined AMI.
- Created a wiki page documenting my process by giving step-by-step instructions on how I deployed the app onto the Amazon EC2 instance with screenshots.

2015

OUROBOROS – EAST BAY GAME JAM



Technologies: Construct 2, Graphics, Sprites, Audio/Music

- Coordinated team of coders and artists to develop an RPG prototype in 3 days.
- Integrated main menu, dialogue cut-scene, over-world with random-chance monster encounters, and fight scene logic with artists' sprites.
- Presented the prototype to an audience of 50 people consisting of Game Jam attendees, mentors, and hosts.

experience

2011–2012

UCSF MEDICAL CENTER

San Francisco, CA

Pharmacy Technician

- Resolved IMS software and medication storage issues by troubleshooting and communicating with several departments.
- Optimized various medication-preparation processes to be more efficient.
- Collaborated with team members to ensure timely medication delivery to medical staff throughout the hospital.

2010–2011

INSTITUTE FOR MYELOMA AND BONE CANCER RESEARCH

West Hollywood, CA

Research Intern

- Evaluated the efficacy of investigational drugs as well as the synergistic effects exhibited by a variety of drug combinations.
- Simplified serial dilution calculations by creating spreadsheets.