

# Eric Gan

ercgn.com

I strive to enhance the world through technology. Whether it is coming up with a more efficient algorithm or designing an innovative user interface, I find technology a prominent way to improve and unify the international world.

## Contact:

eric@ercgn.com  
ericgan@andrew.cmu.edu

+1 (732)-647-5191

Carnegie Mellon University  
SMC 1731  
5032 Forbes Ave.  
Pittsburgh, PA 15289

## Skills:

C, Python, Standard ML  
HTML, CSS, JavaScript,  
Mac OS, Windows 7, Git, LaTeX,  
Conversational Mandarin

## Interests:

Christianity, guitar, a cappella,  
design, tennis, cross country

## Ongoing:

15-359: Probability and Computing  
15-150: Functional Programming  
15-213: Computer Systems  
21-295: Putnam Seminar

## Completed:

15-251: Great Theoretical Ideas  
15-122: Imperative Computation  
15-112: Fundamentals of Programming  
21-242: Matrix Theory

## Education:

### Carnegie Mellon University

Pittsburgh, PA - (Expected Year of Graduation: May 2016)  
B.S. in Computer Science  
Minor in Human-Computer Interaction and Mathematics  
Cumulative GPA: 3.89/4.00

### West Windsor-Plainsboro High School North

Plainsboro, NJ - (Graduated June 2012)  
Overall GPA: 3.86/4.00 (unweighted), 4.61/5.00 (weighted)

## Experience:

**SRI International (Sarnoff)** - Princeton, NJ (Summer 2013)  
Student Associate Intern on the Vision Technology team.  
Designed web app to expedite video processing for a Computer Vision project on automated video tagging.

**Private Mathematics Tutor** - Plainsboro, NJ (Spring 2012)  
Tutored over four students ranging from middle to high school in mathematics topics from Algebra II to Calculus BC.

## Projects:

**AZURE Video Annotation Tool** (Summer 2013)  
Created a web app with custom video control tools to expedite processing of videos stored on a server. (HTML, CSS, JavaScript)

**Avalanche Game** (Fall 2012)  
Designed a vertical platformer arcade game. First experience exploring Objected-Oriented Programming. (Python)

**Sokoban Game** (Fall 2012)  
Recreated a classic Japanese puzzle game for a small three-hour Hackathon contest. (Python)

## Achievements:

### Carnegie Mellon University

Dean's List: Semesters 1 and 2

### New Jersey Governor's School of Engineering and Tech.

Wrote a research paper and designed a model of a course of action to minimize heat-related illnesses in Newark, NJ, with a team of four people. (Summer 2011)