

# Eric Gan

I am passionate about developing software that benefits the social good. Whether it is devising a more efficient algorithm or designing an intuitive user interface, I find technology a gateway to unifying the international world.

## Contact:

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

## Skills:

C/C#/C++, Python, Java  
HTML, CSS, JavaScript/TypeScript,  
Mac OS X, Windows 10,  
Conversational Mandarin

## Interests:

Christianity, guitar, violin,  
a cappella, design, tennis

## Ongoing Coursework:

Constructive Logic  
Algorithm Design and Analysis  
Artificial Intelligence  
Database Applications

## Completed Coursework:

Operating Systems  
Natural Language Processing  
Interaction Design Overview  
Probability and Computing  
Computer Graphics  
Machine Learning

## Education:

### Carnegie Mellon University (May 2016)

B.S. in Computer Science

Minor in Human-Computer Interaction

Cumulative GPA: 3.74/4.00

## Experience:

### Microsoft

Summer 2015, Summer 2014 | Redmond, WA

Software Engineering Intern on the Power BI Foundations Team

Worked on the back-end team, making architectural design decisions and contributing to deployment scenarios.

### SRI International (Sarnoff)

Summer 2013 | Princeton, NJ

Student Associate Intern on the Vision Technology team.

Designed web app to expedite manual video training for a Computer Vision project on automated video tagging.

## Projects:

### Embeddability of Power BI Visual Reports

Summer 2015 | C#

Used Azure SQL, Azure Blob Storage, and Azure CDN to support the embedding feature of Power BI Visual Reports.

### Bible Discovery (Hackathon)

Summer 2015 | Python, C#

With a team of four, wrote a bible app that allows the user to discover the bible by a Machine Learning-based random walk. Won first place.

### Intel x86 OS Kernel

Fall 2014 | C

Designed and implemented a kernel from scratch, with context switching, paging, key syscalls, and interrupt/exception handling. 9000+ lines.

### Q&A Robot

Spring 2014 | Python

Used NLP to create machine-generated questions, and machine-generated answers to human questions for Wikipedia articles.