

# Eric DeMoney

Fast learning Computer Science graduate with one year of experience in a corporate tech environment

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## Education

- B.S. Computer Science, 12/2021  
California State University, Chico

## Relevant Coursework

- CSCI 430 Software Engineering
- CSCI 551 Numerical Methods and Parallel Programming
- CSCI 111, 211, 311, 550 Programming and Algorithms
- MATH 314 Probability And Statistics For Science And Technology

## Technical Skills

### *Languages and Frameworks*

- Proficient with C/C++, Flutter/Dart and Django
- Familiar with Python, R, Java, JavaScript, HTML/CSS, SQL, Powershell and Bash
- Learning Go and TensorFlow

### *Software*

- Git, GDB, Firebase, LDAP Systems
- 4 years of Linux experience
- Familiar with macOS and Windows

## Experience

### *Information Security Intern (08/2018 - 08/2019) - Enloe Medical Center - Chico, CA*

- Developed user creation and termination scripts that saved ~6 hours of work per week and eliminated the need to purchase expensive provisioning software.
- Created scripts to generate Excel spreadsheets of vital security metrics for weekly review.
- Secretary of the Risk Management Committee, which discusses solutions for high-risk vulnerabilities in the hospital's technical infrastructure.
- Performed daily tasks such as log monitoring using Proofpoint, LogRhythm, and Rapid7.
- Maintained extensive technical documentation of scripts and programs developed.

### *Personal Projects*

- Developed website that allows friends to discuss and vote on what restaurant to go to using results from Yelp. Implemented using the Django web framework, websockets, Yelp API and Bootstrap front-end toolkit.
- Developed cross-platform mobile application for collaboratively planning outdoors trips with friends. Implemented using the Flutter SDK, Firebase Realtime Database, Google Places API and OpenWeatherMap API.
- Implemented Minesweeper solving algorithm and Minesweeper game in C++.
- Currently working on designing an application to identify and catalog fish species captured by underwater cameras on the Yuba River using the TensorFlow Object Detection API.

### *Class Projects*

- Implemented compiler/interpreter in C++ for a programming language for making OpenGL computer games.
- Wrote network file transfer utility with error correction in C using the Berkeley sockets API.