

Eric DeMoney

Recent Computer Science graduate with significant experience with C++, mobile, and web development with proven ability to quickly learn new skills and languages.

Location: Chico CA, willing to relocate
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Education

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

Relevant Courses

- CSCI 567 Mobile Application Development
- 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++, Flutter/Dart, and Django
- Familiar with C, Python, R, Java, JavaScript, HTML/CSS, SQL, Powershell and Bash
- Learning Go and TensorFlow

Software

- Git, GDB, Valgrind, Firebase
- Unix command line tools
- Active Directory
- 4 years of Linux experience

Experience

Information Security Intern Enloe Medical Center, Chico, CA, August 2018 - August 2019

- Automated user creation and termination processes saving ~6 hours of work per week and eliminating the need to purchase expensive provisioning software.
- Developed scripts to generate Excel spreadsheets of vital security metrics for weekly review.
- Secretary of 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 for scripts and programs developed.

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++.
- 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.
- 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.