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
Phone: (408) 406-3025
Email: eric@demoney.net
Github: github.com/erdemoney
LinkedIn: linkedin.com/in/erdemoney

Education

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

Relevant Courses

- CSCI 567 Mobile Application Development
- CSCI 551 Numerical Methods and Parallel Programming
- 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**

Software

- Git, GDB, Valgrind, Active Directory
- Unix command line tools
- 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 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.
- Daily tasks included log monitoring and threat analysis using Proofpoint, LogRhythm, and Rapid7.
- Maintained extensive technical documentation for scripts and programs developed.

Projects

- **PackPlan** - Cross-platform mobile application for collaboratively planning outdoor trips with friends in real-time. *Implemented using* **Flutter SDK**, **Firebase Realtime Database**, **Google Places API**, *and* **OpenWeatherMap API**.
- **MunchMatch** - Website that allows friends to discuss and vote on what restaurant to go to using results from Yelp. *Implemented using* **Django Web Framework**, **WebSockets**, **Yelp API** *and* **Bootstrap**.
- **Minesweeper Solver** - Implemented Minesweeper solving algorithm and Minesweeper game in **C++**.
- **Game Programming Language** - Implemented compiler/interpreter in **C++** for a programming language for making OpenGL computer games.
- **Network File Transfer Utility** - TCP file transfer utility with Stop and Wait ARQ error correction, written in **C** using the **Berkeley Sockets API**.
- **Fish AI** - Currently developing application to identify and catalog fish species captured by underwater cameras on the Yuba River using the **TensorFlow Object Detection API**.