

# 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 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 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** - Developed 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** - Wrote network file transfer utility with error correction in C using **Berkeley Sockets API**.
- **Fish AI** - 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**.