

Eric Thomas Schneider

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Education

University of North Carolina at Chapel Hill

Major: Computer Science (BS), Mathematics (BS).

GPA: 3.702/4

Chapel Hill, NC

Expected Graduation: May 2023

Relevant Courses

- **Complete:** Data Structures, Systems Fundamentals, Effective Peer Tutoring, Computer Organization, Modern Web Programming, Languages and Computation, Files and Databases, Compilers, Programming Language Concepts, Discrete Mathematics, Differential Equations (with lab), Linear Algebra for Applications, Mathematical Methods for the Sciences (with lab), Combinators.
- **In progress** (fall): Algorithms, Operating Systems, Mechanics and Relativity (with lab), Probability.

Skills and Interests

- Software development (application, systems, web, data), hardware, wiki administration, peer tutoring.
- **Strong:** Java, Ruby, C. **Basic:** JavaScript, Groovy, HTML, CSS, SQL (SQLite, MariaDB), Rust. **Some:** Lisp, Lua, Python, C#, MATLAB, Mathematica, Bash, Assembly (MIPS).
- **Strong:** MediaWiki. **Basic:** Git, jQuery, Node.js, express.js, Linux, Apache Flink, Gradle, JUnit, Bulma. **Some:** Heroku, React.js, Bazel, Docker, Kubernetes, Kafka Streams, Make.
- Mathematics (calculus, differential equations, algebra, proofs).
- Running (3 marathons), weight training, gaming, geography, international affairs, Spanish (basic).

Experience

VMware Uhana

Software Developer Intern

May 2021-August 2021

- Migrated real-time streaming decoder microservice to Apache Flink from Kafka Streams in Java, used to decode raw data from Apache Kafka into protobufs, processing >1 million messages/second in production.

UNC Computer Science Department

Undergraduate Teaching Assistant

Aug 2020-present

- Tutor students in Systems Fundamentals (COMP 211) for 3 semesters about C programming and systems concepts (such as data representation, memory management, debugging, the command line, basic digital logic).
- Manage labs and associated autograders, using Bash, Python, and C.
- Grade assignments, respond to student questions on Piazza and GroupMe.
- Collaborated to create a website to archive course material, using HTML, CSS and Bulma.

Official FTB Wiki

Administrator

Jan 2017-present

- Create and modify templates and other wiki components, using wikitext, Lua, JavaScript, and CSS.
- Develop tools and scripts to deal with various wiki tasks, usually in Ruby, occasionally in Java or Groovy.
- Refine wiki guidelines and guides, manage translation projects, the wiki community and events.

Editor

July 2014-present

- Write/edit content (over 50,000 edits) using MediaWiki, often analyzing Java (or Scala/Kotlin) code to do so.
- Regularly engage with 5-20 other editors.

ESAEBSD

Creator/Manager

Dec 2014-Dec 2017

- Created and maintained open source IRC bot in Ruby used for wiki manipulation (such as find-replace operations, redirect management, category generation, translation markup preparation).

Nuclear Control 2

Project leader/Programmer

Sep 2014-Sep 2016

- Ported and maintained popular open source Minecraft mod (over 4 million downloads) in Java from Minecraft version 1.6.2 up to 1.7.10 with help from other contributors.