

ERIC WATERS

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Skills

- **Programming Languages:** Java | Python | JavaScript | TypeScript | C | C++ | C# | PHP | SQL
- **Web Development:** Angular | Spring | Node | Laravel | Bootstrap | jQuery | OAuth | HTML | CSS
- **Data Technologies:** Kafka | Flink | Storm | Spark | Hadoop | Neo4j | SQL Server | MySQL | Firebase | PostgreSQL | D3.js
- **ML/AI Tools:** TensorFlow | Keras | Scikit-learn | NumPy | Pandas | Matplotlib | OpenAI API
- **Infrastructure and Deployment:** Kubernetes | Docker | Azure Cloud | Tanzu Application Service | Git | GitHub Actions
- **Other Concepts:** OOP | Full Stack Web | MVC | Microservices | Microfrontends | REST APIs | NoSQL | Agile | Scrum | CI/CD

Experience

Intel Corporation

Chandler, Arizona

Software Application Development Engineer

August 2023 – Present

- Developed a web platform for internal Generative AI tools using Sanic, Angular, and microfrontend architecture
- Transformed internal problem-solving by owning and deploying a third-party AI-powered cognitive search engine

Dell Technologies

Round Rock, Texas

Graduate Software Engineering Intern

June 2022 – August 2022

- Increased average login speed by 400% by implementing Sign in with Dell (SSO Authentication) using OAuth and Tanzu
- Prevented immense penalties/fees by protecting data integrity with required authorization (rights/privileges) to alter sensitive resources in several REST APIs using Spring Boot, Spring Security, Angular, and Oracle Database

Undergraduate Software Engineering Intern

May 2021 – August 2021

- Enhanced the efficiency of DevOps and Agile teams by creating a proprietary Kanban Board application using Spring MVC, Spring Data JPA, MySQL, jQuery, Bootstrap, HTML, and CSS
- Streamlined the Employee Resource Group onboarding process – awarded 1st place in the Dell Intern Hackathon

Education

Arizona State University

Tempe, Arizona

Computer Science (Big Data Systems), M.S.

4.0 GPA | May 2023

- Coursework in Database Management, Data Mining, Data Processing, Machine Learning, and Data Visualization

Computer Science, B.S.

4.0 GPA | May 2022

- Graduated Summa Cum Laude with Honors from Barrett, the Honors College at ASU

Projects

Distributed PageRank Graph Processing Pipeline

May 2023

- Identified key pickup and drop-off locations from a taxi dataset by creating a PageRank data processing pipeline
- Processed the taxi data in real-time by creating a Kubernetes cluster of Kafka, Zookeeper, and Neo4j Docker containers

Automated Detection of Phishing Attacks using Machine Learning

March 2023 – May 2023

- Evaluated 9 machine learning techniques against a dataset of legitimate and phishing URLs using Scikit-learn and Pandas
- Assessed the performances of PCA, Kernel PCA, and autoencoder dimensionality reduction techniques
- Achieved 98% accuracy by training an ensemble classifier of optimized ML techniques and deep neural networks

Data Visualization Dashboard – IEEE Visual Analytics Science and Technology Challenge

March 2023 – May 2023

- Created six custom data visualizations to assess the economic trends of a fictional city using D3.js, HTML, CSS, and Bootstrap
- Cleaned huge datasets and derived new data attributes to support the visualizations using Pandas

American Airlines In-Flight Transcriber

October 2021

- Recorded, stored, and displayed airline crew announcements in real-time using Node, Firebase, and AssemblyAI
- Awarded 1st Place by American Airlines, Best Use of AssemblyAI, Second Place Overall by Sunhacks, and featured in AssemblyAI's blog: Best Hackathon Project Built with AssemblyAI's Speech-to-Text API

Watts ERP

August 2021 – May 2022

- Developed a contractor management web app for Netpoint LLC using PHP, Laravel, Bootstrap, and JavaScript
- Transformed the website into a production-ready state by enhancing the look and feel of the UI, creating mobile safety forms, implementing an inventory pricing layer, and adding clocking in/out functionality

Party on Wall Street

August 2021 – May 2022

- Founded and built a couch-party style online video game that teaches entrepreneurship using Unity and C#
- Created virtual controllers for the game that run on any mobile device browser using JavaScript, HTML, and CSS