

# Eric Waters

[eric-waters.github.io](https://eric-waters.github.io) | [linkedin.com/in/eric-waters2019](https://linkedin.com/in/eric-waters2019) | [ericwaters2019@gmail.com](mailto:ericwaters2019@gmail.com)

Versatile software engineer with experience in full-stack development, AI/ML integration, and scalable backend systems. Skilled in modern web frameworks, data processing, and cloud-native technologies. Passionate about building efficient, maintainable software that's clean, scalable, and built to last.

## Experience

### Intel Corporation

Chandler, Arizona

#### Software Application Development Engineer

August 2023 – Present

- Developed an AI-powered contract auditing tool that enabled enterprise legal teams to identify risks and inefficiencies, resulting in up to \$30M in estimated cost savings.
- Built a modular web platform for Generative AI tools using Angular and Sanic, enabling rapid development of AI-powered apps with reusable components, unified UI, and robust API integrations.
- Designed a no-code AI app studio using React, Next.js, and Tailwind, empowering teams to create and deploy AI apps without using development resources.
- Engineered a scalable ML analytics API for manufacturing data using FastAPI, Docker, and Kubernetes, enabling seamless integration of advanced analytics into multiple applications.
- Independently owned an AI search platform for manufacturing data, enabling faster problem-solving. Created robust ETL pipelines using Pandas and SQL Server to ingest, normalize, and consolidate data across business units.

### Dell Technologies

Round Rock, Texas

#### Graduate Software Engineering Intern

June 2022 – August 2022

- Implemented OAuth 2.0 SSO across several enterprise apps, unifying authentication and enhancing user experience.
- Integrated fine-grained authorization controls for several web apps and REST APIs using Spring Boot and Angular, strengthening security and compliance.

#### Undergraduate Software Engineering Intern

May 2021 – August 2021

- Built a custom Kanban board app with Spring and MySQL, improving agile collaboration for engineering teams.
- Designed an interactive Adobe XD prototype to streamline an onboarding process, earning 1st place in the Intern Hackathon.

## Education

### Arizona State University

Tempe, Arizona

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

4.0 GPA | May 2023

Computer Science, B.S. Summa Cum Laude & Barrett, the Honors College

4.0 GPA | May 2022

## Skills

- **Programming Languages:** Typescript, JavaScript, Python, Java, C, C++, C#, SQL
- **Web Development:** React, Angular, Next.js, Spring, Laravel, FastAPI, Sanic, OAuth, D3.js, HTML, CSS
- **Data Technologies:** Pandas, NumPy, Matplotlib, Kafka, Spark, Hadoop, Neo4j, SQL Server, PostgreSQL, MySQL
- **ML/AI Tools:** TensorFlow, LangChain, Scikit-learn, Keras
- **DevOps & Cloud:** Docker, Kubernetes, GitHub Actions, Rancher, Harbor
- **Concepts:** Data Structures and Algorithms, Object-Oriented Programming, REST APIs, Large Language Models, Agile, Scrum

## 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

### 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

### American Airlines In-Flight Transcriber

October 2021

- Recorded, stored, and displayed airline crew announcements in real-time using Node, Firebase, and AssemblyAI
- Awarded 1<sup>st</sup> Place by American Airlines, Best Use of AssemblyAI, and featured in AssemblyAI's blog