Eric Chuang

650-200-5420 | echuang1@ucsc.edu | github.com/ericbreh

EDUCATION

University of California - Santa Cruz   September 2022 – June 2025
Bachelor of Science in Computer Engineering   *3.95 GPA*
- Relevant courses: Data Structures and Algorithms, Computer Systems Design, Logic Design, Computer Architecture, Parallel and Concurrent Programming, VLSI Digital System Design, Verilog Project to Silicon

EXPERIENCE

Software Engineer   March 2024 – June 2024
College Sauce   *Santa Barbara, CA*
- Developed a Python web scraping script to automatically extract and load course information into PostgreSQL database, saving 50+ hours of manual work per year and ensuring data accuracy
- Coordinated with a remote team to develop a mobile app's chat functionality specifically tailored to encourage communication and collaboration among 4,500+ UC Santa Barbara students

Group Tutor   January 2024 – April 2024
University of California - Santa Cruz   *Santa Cruz, CA*
- Guided students in the class 'Beginning Programming in Python' through debugging and problem-solving techniques on programming assignments
- Provided online support to 200+ students, clarifying concepts and course material

Assistant Manager   March 2020 – September 2022
Belmont Bikes   *Belmont, CA*
- Oversaw daily operations in a fast-paced environment
- Prioritized and delegated tasks to ensure efficient workflow

PROJECTS

UCSC Menu App | *Flutter, Go, Firebase, Google Cloud Platform*
- Developed and maintained an app supporting 3,000+ users checking daily menus at on-campus dining halls
- Optimized backend data-fetching tool by implementing multithreading, reducing runtime by over 50%
- Enhanced reliability and uptime by continually adapting to evolving requirements

Eko Social Media App | *Flutter, Go, Firebase, Google Cloud Platform*
- Created a fully featured social media app where 100+ active users share funny posts about their daily experiences
- Coordinated with 30+ beta testers to gather feedback, identify bugs, and understand user needs
- Used the MVVM architecture to ensure a clean, maintainable, and testable codebase
- Key features include a customizable feed, notifications, user search, text/GIF posts, and user interactions such as following, blocking, and tagging

PeerGrader | *React, Next.js, Supabase, Javascript/Typescript, SQL*
- Built a peer-grading platform for students to submit and review assignments
- Integrated feedback from UCSC students and professors to refine and improve upon existing options
- Coordinated with a team using the Scrum methodology utilizing regular standups and sprint planning

Real-Time Facial Recognition System | *Python, OpenCV, DeepFace*
- Implemented a real-time facial recognition system to detect and match faces with high accuracy, ensuring robust performance across diverse conditions

TECHNICAL SKILLS

Languages: Python, Go, C/C++, Dart, Javascript/Typescript, HTML/CSS, SQL, SystemVerilog
Frameworks: Flutter, React, Node.js, Next.js, Remix, Tailwind CSS
Technologies: Google Cloud Platform, Firebase, Supabase, IOS/Android App Development, OpenCV, DeepFace, Playwright, Selenium
Developer Tools: Git, Docker