Eric Bonilla >>>

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Objective

Internship in web development or UI/UX or a related field, using my skills to help create resilient, user-friendly products and solutions.

Education

Santa Clara University, B.S. Computer Science and Engineering (Expected grad. June 2017)

Relevant Coursework

Web Programming, Abstract Data Types and Structures, Formal Specification and Advanced Data Structures, Networks, Programming Languages (Winter 2015)

Languages

C, C++, PHP, Javascript, CSS3, HTML5
Familiar with: Java, Swift, C#

Applications

Xcode, Visual Studio, Adobe Creative Suite, Lightroom, MS Office

Operating Systems

Windows 7/8/10, OS X Mavericks/Yosemite/El Capitan

Work Experience

Digital Media Academy, Stanford University (Summer 2015) Assisted in teaching fast-paced youth programming classes in Swift and C#.

Photo Editor (2014-present) For The Santa Clara, SCU's award-winning newspaper. Led a team of photographers in completing weekly photo assignments while maintaining sense of creativity and aesthetics in photos. Worked to meet deadlines alongside a team of designers and editors to produce well-formed, clean newspapers.

Photographer (2014-2015) For The Santa Clara and The Redwood, SCU's yearbook. Coordinated with teams of photographers and editors to meet frequent deadlines.

Project Experience

RecycleBoys (Fall 2015) Worked on a small team to create a functional website to educate people about recycling. Implemented with HTML5/CSS3, Jquery, and PHP. Live site: students.engr.scu.edu/~achoulos/RecycleBoys/home/home.html

CampusZone (June 2014-2015) Focusing on front end development and clean, simple user interface, worked with a team of developers and marketers to create a social networking iOS app.

Hack for the Homeless (2015) At an SCU-hosted hackathon geared toward helping the homeless, designed a mobile site to work in conjunction with an iOS app, Refuge, to help the homeless find nearby shelter.

Hack for the Homeless (2014) Helped design UI for an iOS app for the homeless which provides various medical services and diagnoses of illnesses and ailments.

EA Code Wars (2013) Placed 3rd in an Electronic Arts hackathon with a team of 3, tasked with building a working iOS game in 12 hours.

COSMOS UC Santa Cruz (July-August 2012) Video game design: The Design of Fun from Concept to Code. Summer course which involved designing and programming a complete game in Processing.

Volunteer Experience

Robotics (2009-2013) Member of high school robotics team in FIRST and VEX robotics, helped elementary and middle schoolers learn to design and build robots for competitions.

Sunnyvale Community Services (2013-present) Assisted in distributing, organizing, and collecting food and supplies for the economically disadvantaged.