

Eric Dearing

eric@dearing.ca | 519 878 4022 | github.com/ericdear

Languages: Java • JavaScript • TypeScript • SQL • PHP • HTML • C • Dart

Tools: JQuery • Linux • Git • VSCode • Bootstrap • WSL • Flutter

Education:

Bachelor of Computing, Software Engineering (Co-op), 2019 - May 2024

University of Guelph | 81% Average

Academic Projects:

GPS Data Viewer (2021) - NodeJS, JQuery, SQL, C, HTML, CSS

- Achieved 92% Overall in CIS*2750 - Software System Development & Integration
- Built a library, website, and database to parse, view, and store GPX files

Abstract Data Type Assignment (2020) - C, Make

- Achieved 100% Overall in CIS*2500 - Intermediate Programming
- Created a library for a doubly linked abstract data type which had the ability to add, remove, find, and delete nodes.

Unbeatable Tic-Tac-Toe (2020) - C, Make

- Achieved 100% Overall in CIS*2520 - Data Structures
- Created an unbeatable AI in a Tic-Tac-Toe game

Technical Work Experience:

System Administrator Co-op, Canadian Hospital Specialties, May 2022 - April 2023

- Configured and resolved issues with new technology such as RF Scanners and Virtual Phones.

IT Manager & Software Developer, Perpetual Motion Sports, Co-op May - Aug, PT Sept - Present (2023)

- Developed a full-stack admin panel, allowing users to manage and modify database content through a user-friendly interface. - HTML, PHP, JS, JQuery, SQL.
- Updated and managed Wordpress iFrames to enhance user experience, allowing players to access schedules, input scores, and easily view team statistics.
- Initiated GitHub pull requests and merged changes upon approval.
- Demonstrated effective management by monitoring project workflows, identified and implemented solutions, and optimized processes to address and resolve issues.

Personal Projects:

Developed Mobile Application Strict Browser for [iOS](#) and [Android](#), February 2024

- Used Flutter to build a cross platform application that blocks ad redirects.

Developed Mobile Applications [Sports Dash](#) and [Slider Puzzle](#), June 2017 - April 2018

- Used Processing to build Sports Dash and Slider Puzzle in a Java environment.