Eric Ni

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TECHNICAL SKILLS

Languages: JavaScript, HTML, CSS, SQL, C++, Java, Bash, C, Python, LaTeX **Developer Tools/Frameworks**: React.js, Spring Boot, Git, JUnit, PyTest

EDUCATION

University of Toronto Expected in 2028
Honors Bachelor of Science Mississauga, ON

• Majoring in Computer Science and minoring in Mathematics and Statistics

• Dean's List Scholar 2024

· Activities: General and Financial Executive in the Canadian Asian Student Society, 3+ Hackathons

EXPERIENCE

Notetaker for CSC236 and STA256

September 2024 - Present

University of Toronto

Mississauga, ON

• Prepared detailed notes for **30+** students with disabilities within 24 hours of the lectures, assisting them with their learning and interests

DECA Marketing Competitor

October 2022 - April 2023

- Developed marketing strategies for various fictional city-based businesses in a team of 2
- Led planning and execution of marketing goals while under time constraints, using data-driven decisions to qualify for Provincials (top 10% of competitors)

Warehouse Associate

June 2022 - September 2022

PCF Souvenirs

Toronto, ON

- Collaborated in a 5-person team to manage high-volume inventory stocking and order fulfillment in a fast-paced environment
- · Led various warehouse operations, resulting in concurrent 23% productivity gains and 99% order accuracy.
- Excitedly and patiently trained new hires on warehouse protocols and procedures

PROJECTS

Personal Portfolio Website

May 2025

- Created an interactive personal portfolio using **React.js** and **HTML/CSS**
- Implemented 5+ visual features, most notable parallax scrolling, smooth animations, and a Web3Forms contact system with 100% deliverability

Personal Mysh Terminal

February 2025 - April 2025

- Developed a Bash-like terminal emulator in C implementing 30+ core shell features
- Engineered system-level functionality using POSIX system calls and inter-process communication, which include fork, exec, pipes, signals, and sockets
- · Built custom parsers for command line processing using tokenization of input, pipes, and background processes

The Green Defender March 2025

- Created a robotic soil device that ensures proper plant and crop growth using C++ and Arduino boards.
- Implemented 7+ features, such as soil temperature, humidity, and moisture detection for plant health, as well as motion detection for nearby animals.
- Resulted in \$70+ saved per household annually.

Paint Application

October 2024 - November 2024

- · Created an application that mimics various features of Windows paint using Java and Git
- · Led the weekly meetings discussing bugs and functionalities
- Used various design patterns such as MVC, Factory, and Observer, which improved efficiency and readability by over
 70 %