

# Eric Vignola

Washington, DC

[LinkedIn Link](#)

[Github Link](#)

Phone: (856)-885-0612

Email: [ericvignolajr@gmail.com](mailto:ericvignolajr@gmail.com)

## Languages and Technologies

- Languages: JavaScript | HTML5 | CSS3 | C#
- Technologies: Github | Node.js | Webpack | Docker

## Projects

- **Edwires (2020)**: Private social media network with Single-Sign-On functionality, filesharing, and forum capabilities. Pydio, Javascript, PHP, Webpack, Linux
- **Academic Key Performance Indicators Automator (2020)**: C# console application for extracting, cleaning, and generating flat files of annual KPI data. C#
- **Ensemble Tool (2016)**: Desktop tool for authoring Artificial Intelligence with loading, editing, and saving capabilities. Javascript, HTML, CSS, Electron, Aurelia, Grunt, D3.js
- **Traverse (2015)**: Traverse is an official mobile web game that is played inside the Smithsonian American Art Museum using WebPy, SQLite, Python Modules, and HTML Modules.

## Employment

Software Engineer

Council of the Great City Schools

Feb 2018 - Present

- Reduced data analysis time for annual report from ~3 weeks to 5 minutes by designing and developing a C# application to aggregate and clean data.
- The annual KPI report data visualizations are now made using the data file created by my C# data cleaning program
- Improved communication between Council members by securing and adminstrating a private social media network.

Undergraduate Researcher

NASA

May 2016 - Sept 2016

- Awarded \$12,000 grant to create an authoring tool for artificial intelligence. The team consisted of 3 students and 2 supervising professors.
- Implemented a full desktop application for visualizing data from an artificial intelligence system using Electron, Aurelia, Grunt, and D3.js

Web Developer

American University Game Lab

May 2015 - Sept 2015

- Worked on a team of 3 other students and developed an official mobile game for the Smithsonian American Art Museum.
- The team and I designed and implemented all 27 modules for the project.

Peer Leader

Consultant AUx

May 2016 - Sept 2016

- Helped develop a curriculum for 64 students on diversity and inclusion by advising on the use of video games in the classroom.
- Further developed course by developing a videogame for inclusion in the curriculum.

## Additional Experiences and Awards

- **Frederick Douglass Distinguished Scholar**: Selected as 1 of 4 out of a 2,000 person applicant pool for this 4 year undergraduate full scholarship program.
- **Second Place, National Urban League Hackathon for Social Justice**: Won 2nd prize and \$1,000 for creating an app that used procedural content generation to help teach STEM.

## Education

Washington, DC

American University

Fall 2013 - May 2017

- Bachelor of Science in Computer Science, GPA: 3.81/4.0