

Erik Hein

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EDUCATION

San José State University

Bachelor of Science, Computer Science

May 2025

San José, CA

- **Courses:** Data Structures and Algorithms, OOP, Database Management System, Information Security, Machine Learning, Computer Vision, Mobile Device Development, Software Engineering, Programming Paradigms

WORK EXPERIENCE

IDitor Inc.

Software Development Engineer

May 2024 – Present

Cupertino, CA

- Developed an AI-Driven Social Media App using **TypeScript**, **Next.js**, **Supabase** and **Flutter**, implementing sophisticated state management and real-time data synchronization.
- Engineered high-performance 3D-like UI components utilizing Physics engines, resulting in enhanced user engagement.
- Created a **mascot motion graphic** using **Rive**, boosting user retention by **20%** through enhanced visual appeal.
- Built **custom** Flutter widgets and animations to create unique performant user interfaces that **differentiate** the product.

Bridge Burma

Full-Stack Software Engineer & UI/UX Designer

Aug 2023 – Nov 2024

Remote

- Led the end-to-end development of a **proofreading submission platform** from concept to implementation.
- Received **95%** positive feedback from international users for UI design and efficiency.
- Collaborated on real-time proofreading submission and review features using **Next.js**, **Prisma**, and **Supabase**.

PROJECTS

SJ Snap: AI-Powered Civic Engagement Web App - (<https://sjsnap.vercel.app>)

April 2025

- Led a team of 3 in developing a hackathon project, SJSnap, an AI-driven web app designed to simplify and accelerate the process of reporting city-related issues through the existing 311 system.
- Implemented AI verification using Google's Gemma3 model to ensure **image-description accuracy**, enhancing the integrity of submitted reports using **Next.js**.
- Utilized **Supabase** to securely store the reports, allowing users the option to choose whether to share report or keep private.

Around U: Local Event Finder - (<https://github.com/erik-ksth/cs175eventfinder>)

Dec 2024

- Led a team of 4 in developing an event discovery app, managing task assignments and timelines.
- Designed an intuitive UI with a cohesive color theme, branding elements, and user-friendly navigation.
- Optimized the app for scalability and performance on devices running Android 10 (API Level 20) and above, leveraging best practices in **database design**, **API integration**, and **Android development**.

Zen Board: AI Scheduler - (<https://zenboardai.vercel.app/>)

Sep 2024

- Engineered an AI-powered scheduler using **Next.js** and **Supabase** to enhance productivity.
- Integrated a **generative AI** for automated schedule optimization, improving task efficiency.

Type In Zen - (<https://typeinzen.vercel.app/>)

Apr 2024

- Developed a relaxing **React-based typing game** with an AI-generative immersive **storytelling** approach.
- Received **93%** positive user feedback on the intuitive and engaging design of the application.
- Implemented **custom animations** to provide a smooth user experience that improves typing accuracy.

Study Buddy - (<https://study-buddy.vercel.app/>)

Oct 2021

- Designed and developed a **productivity web application** to enhance student study habits.
- Implemented key features including a Pomodoro timer, and music player using **HTML**, **CSS**, **JavaScript**.
- Achieved **99%** user satisfaction on both UI and UX, consistently receiving positive feedback over the years.

SKILLS

- **Skills:** Java, C++, Python, Flutter, JavaScript, TypeScript, HTML, CSS, React, Node.js, Next.js, SQL, Supabase, Tailwind, JavaFX, Arduino, Scikit-learn, Tensor Flow, Figma, Adobe XD, Rive, Git, Matter.js