Erik Chau

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Objective

Experienced Web Developer seeking an engaging and knowledgeable team to share enthusiasm for creating robust and clean code with as well as improving skillsets.

Projects

[Ninety9Gamers](#) | [Source](#)
Video game marketplace web application. Rather than storing a large database of video game titles with descriptions, utilizes a the Giant Bomb API to look up games and also allows users to search for games through their extensive database.

[Asteroids](#) | [Source](#)
Clone of the classic arcade game Asteroids using javascript in an object oriented manner. Uses trigonometric functions to calculate object projection .

Technical Skills

Proficient: Javascript (Node, NPM), HTML5, CSS3, MongoDB, Backbone.js, Keystone.js, Selenium / Nightwatch, require.js, Github/Git, SASS, jQuery
Familiar: Ruby, Rails, Python, PostgreSQL, React/Redux, Unix scripting

Experience

TapSense   October 2014 - Present
Web Developer

- Created extendable apps for TapSense Dashboard built with Backbone MVC for rapid development
- Handled large datasets in dashboard and sped up page loading/rendering with asynchronous requests, local storage caching, and webworkers
- Optimized TapSense Dashboard and Website following Google PageSpeed guidelines
- Responsible for maintaining and building TapSense website, including deployment to AWS EC2
- Automated end to end user testing with Nightwatch.js
- Used require.js to code split large dashboard into smaller, dependency resolved files for faster site loading

Education

University of California, Santa Barbara   September 2008 – August 2012
BS in Biochemistry, GPA: 3.12