

(650) 201-6710

ERIK COX

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[HTTP://ECOX.ROCKS/ABOUT/](http://ecox.rocks/about/)

EMPLOYMENT

**Full-time Software
Engineering student -**
graduated June 2016

June 2014 - June 2016

**Lead Engineer &
Co-Founder**

GetBetz
(Real Money Gaming Platform)

Oct 2014 - March 2015

- Architected the product back-end in the AWS environment
- Created a proprietary Android app store in PHP (Magento) to house real money gaming apps from partners
- Developed and distributed custom advertising for partners within our app store to drive partner traffic and downloads
- Co-designed initial product specs and metrics in partnership with CEO
- Led technical integrations with over 30 partner apps in our store

**Senior Manager, Field
Operations**

Symphony Health Solutions
(Pharmaceutical Market Research)

Jan 2013 - May 2014

- Utilized SQL and Python for data cleaning, matching, and analytics
- Built and maintained ETL processes to clean, match, load, and summarize data
- Ideated and implemented custom waterfall matching script to improve individual user matches across multiple databases with non-standardized formats
- Automated business processes (developed feasibility tool, & emailer tool) using Python
- Analyzed metrics to draw insights from historical responding patterns
- Provided technical leadership and expertise to business stakeholders on project feasibility and risks
- Built a fielding strategy based on customer requirements, budget, and timeline
- Managed several projects at different stages concurrently

**Senior Manager,
Production Engineering**

AlphaDetail
(Pharmaceutical Market Research)

Feb 2008 - Jan 2013

- Contributed to transitioning from proprietary Flash platform to Confirmit in line with company strategy - developed scripts to interface with the Confirmit API to replicate functionality and UI of former Flash platform
- Front end web designer and developer for custom market research studies using JavaScript, jQuery, HTML, & CSS
- Partnered with analysts and business stakeholders to gather, understand, and develop technical study requirements and plan projects from concept to completion

Flash Engineer

AlphaDetail

Aug 2005 - Feb 2008

- ActionScript developer and Production Engineer
- Responsible for authoring and maintaining large market research web applications

**Software Product Design
Professional**

IBM

2002 - 2005

- Managed projects and the coordination of cross-software design activities
- Project Manager for Lotus.com web accessibility compliance (Section 508) transition
- Developed and tested XML and XSLT for the ibm.com/software sites
- Formulated written guidelines and specifications for web development applications

Web Master, Web Designer	CrossWorlds Software (Business Integration Software)	2000 - 2001
<ul style="list-style-type: none"> • Maintained the corporate marketing website's content • Designed marketing assets • Designed and maintained corporate intranet in Flash & ActionScript 		

EDUCATION

Belmont, CA	Notre Dame de Namur University	2016
<ul style="list-style-type: none"> • B.S. in Computer Science with concentration in Software Engineering • Undergraduate Coursework: Operating Systems; Databases; Algorithms; Java; Python; Data Structures; Engineering Entrepreneurship; Networking; Quality Assurance; Discrete Mathematics; 		
San Francisco, CA	City College of San Francisco	2015
<ul style="list-style-type: none"> • Android Application Development certificate 		
San Mateo, CA	College of San Mateo	2004
<ul style="list-style-type: none"> • A.A. in Film History 		

TECHNICAL EXPERIENCE

Projects (WWW.GITHUB.COM/ERIKCOX)

- [CCSF Library request statistics](#) (2016). A Python tool for creating statistics and data visualization for City College of San Francisco's Library reference desk requests
- [Droid Docs](#) (2016). Android application for offline Android SDK documentation viewing
- [Cheat](#) (2014). Ported the interactive command-line cheatsheet tool *Cheat* from Python 2 to Python 3

Languages and Technologies

- Java; Android Development; Python; OOP; SQL; JavaScript; HTML; CSS 3; PHP; ETL; ActionScript;