ERIK COX

EMPLOYMENT

Full-time Software Engineering student graduated June 2016

April 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

2002 - 2005

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

Software Product Design Professional

Professional IBM

- 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

CrossWorlds Software

Web Master, Web Designer

(Business Integration Software)

1999 - 2001

- 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

2012 - 2016

- 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 - 2016

Android Application Development certificate

San Mateo, CA

College of San Mateo

2001 - 2004

• A.A. in Film History

TECHNICAL EXPERIENCE

Projects (<u>W W W . G I T H U B . C O M / E R I K C O X</u>)

- <u>CCSF Library request statistics</u> (2016). A Python tool for creating statistics and area charts to analyze City College of San Francisco's 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;