# Eric Maynard

Passionate Software Engineer with a strong growth mindset.

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## EXPERIENCE

### Wove, San Francisco, CA— *Full Stack Software Engineering Intern*

MAY 2019 - PRESENT

I do full stack software development working with Java, PostgreSQL, Ruby, and React at a venture capital funded startup. I act in the capacity of full time engineer working on platform essential projects.

### Boeing Space and Launch Division, El Segundo, CA— *Systems Engineering Intern*

MAY 2018 - AUGUST 2018

Worked with DSP Engineers and Systems Engineers to perform and prepare for final payload tests of an advanced communications satellite.

### BioRobotics Research Lab, Pittsburgh, PA— *UnderGrad. Research Assistant*

OCTOBER 2016 - MARCH 2017, OCTOBER 2018 - DECEMBER 2018

Worked with two other undergraduate researchers to add SLAM to a "snake monster" robot. A later project involved computer vision on an embedded system.

### NavSea, Philadelphia, PA— *Electrical Engineering Intern*

JUNE 2017 - AUGUST 2017

### PennColor, Hatfield, PA— *Production Engineering Intern*

MAY 2016 - AUGUST 2016

## EDUCATION

### Carnegie Mellon University, Pittsburgh, PA— Aug 2016 May 2020

B.S *Electrical & Computer Engineering* GPA 3.5/4.0

Some Relevant Courses:

| | |
|---|---|
| 15410 OS Design | 17214 Software Construction |
| 18349 Embedded Systems | 17437 Web Apps |
| 15351 Algorithms & Adv. Data Structures | 18240 Digital Systems |
| Next Sem: Intro to Machine Learning | Next Sem: Distributed Systems |

## PROJECTS

### CodeBlox — *Weeklong Hackathon Build18— Spring 2019*

Worked on a team to create connectable physical tiles with syntax to be used for children to code. I did the pcb design and wrote the firmware in C. We won Sponsor's Choice!

### CollaborAid —PennApps Hackathon— *Fall 2019*

Worked on a team to develop a native Android app that connects victims in disaster areas with doctors from around the world.

### ML in Mario— *Intro to CS Term Project— Fall 2016*

Used Python to develop an implementation of the NeuroEvolution of Augmenting Topologies algorithm for the game of Mario.

## SKILLS

C—Advanced

Java—Advanced

Javascript—moderate

Python—advanced/rusty

React—moderate

SQL, Matlab, Verilog, Ruby—beginner

## AWARDS

**Sponsor's Choice, Intel's Choice, and Rockwell Automation's Choice Awards at Build18**

At a CMU sponsored weeklong hackathon, my team won 3 separate awards without project. See *Projects* section.

**Safest Booth Award**

I am a Booth Chair for APO's non-competitive concessions booth during Spring Carnival. Spring 2018 we won Safest Booth.

**CMU Presidential Scholarship**

**High School Valedictorian**

**Eagle Scout**

## Activities

Community Service Fraternity (APO)

Booth Chair for APO

Hobby Electronics and Mechatronics (Designed and Machined my own 3d printer)