Eric Tao

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EDUCATION

University of California, Irvine   **Expected Dec 2026**
Bachelor of Science in Computer Science   Irvine, CA
Cumulative GPA: 3.7/4.0 | Dean's Honor List

Relevant Coursework:
- Python II/III, C/C++, Computer Architecture, Linear Algebra, Discrete Structures, Boolean Logic, CS Statistics

EXPERIENCE

TRL11   **Jun 2024 – Present**
Software Engineering Intern   Irvine, CA
- Developed and maintained **embedded systems** software and **web server** functionality using **Python** and **C++**.
- Updated **React** UI and firmware for **SAVER**, an intelligent video processing unit designed for spacecraft.

Microsoft   **Apr 2024 – May 2024**
University Shadowship Program Mentee
- Directly communicated and engaged with two Microsoft Software Engineers to understand core industry practices and methodologies, garnering vital insights into effective software development processes.
- Received personalized guidance on educational and career trajectory planning, aligning coursework with emerging industry trends, and competitive positioning amongst student and intern peers.

PROJECTS

BruinBuddy | Python, Google Gemini API, Reflex, Google AI Studio, Git   **Apr 2024**
Backend Software Developer
- Developed a message-based web application with a **real-time AI chatbot** dedicated to anti-bullying support.
- **Trained Google's Gemini AI** to provide empathetic, friendly, and human-like responses; leveraged Reflex Framework to create a texting-based user interface with intuitive messaging components.
- Led integration of backend AI, context awareness, **analytical data generation**, and training queries.

Speechalytics | React, JavaScript, HTML/CSS, Flask, Git   **Jan 2024**
Frontend Software Developer
- Constructed a web application aimed at evaluating presentation speaking skills with accurate speech transcription and a detailed assessment model.
- Designed **web interfaces** utilizing **React**, **HTML**, and **CSS**; contributed to refinement of assessment algorithm.
- Built with Flask, Deepgram API, ProWritingTools API, and FFmpeg to transcribe and assess speech.

Midnight Psychosis | Unity, C#, Visual Studio, Git   **Jan - Jun 2022**
Full Stack Game Developer
- Devised a narrative-driven Unity horror game, contributing to **game design**, backend programming, soundtrack and SFX integration, and UI/UX graphics.
- Developed with Unity, C#, Visual Studio, GitHub, Photoshop, and GarageBand.

TECHNICAL SKILLS

- **Languages:** Python, Java, C/C++, SQL, JavaScript, HTML/CSS, Assembly, C#, R, Bash/Zsh, Markdown
- **Developer Tools:** GitHub, Git, VS Code, Unity, Visual Studio, Atlassian Trello, Eclipse, JetBrains
- **Frameworks and Libraries:** React, Reflex, FFmpeg, Flask

AWARDS AND HONORS

- **LinkedIn Skills Assessment Badge** | Python   **Dec 2023**
  - **Top 5%** of 5,000,000 examinees
- **Unity Certification Award** | Unity Certified User: Programmer   **May 2022**