Eric Suen

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SKILLS SUMMARY

- Knowledge of fundamental programming concepts and design patterns
- Strong problem solving, debugging and design skills
- Able to quickly absorb and apply new information effectively
- Responsible and consistently meets tight deadlines under pressure
- Excellent verbal and written communication skills
- High attention to detail and code quality

EDUCATION

Bachelor of Computer Science, Honours Computer Science, Co-operative Program
University of Waterloo, Waterloo, ON
Coursework: Operating Systems, Databases, UI, Networking, AI, Algorithms

COMPUTER PROFICIENCY

- Proficient in— Amazon Web Services (EC2, RDS, Pipeline, Redshift), Python, PHP, SQL, Javascript, Git, CLI, server-side programming, computer networks
- Familiar with— NodeJS, Java, Networking, Web Development
- Exposure to— C++, C

EXPERIENCE

Full Stack Engineer   February 2014 - Present
Sidecar Technologies, Inc — San Francisco, CA
- Integration of third party services and APIs including Google Maps, Twilio, WhenIWork, Flydata, Mixpanel and Tableau
- Development of RESTful APIs
- Automation of processes with cron jobs

Client Framework Developer   May 2012 - August 2012
Nexj Systems, Inc — Toronto, ON
- Resolved issues and bugs for client-side CRM Portal application
- Developed features for CRM Portal application
- Developed skills with Java, Javascript, Scheme

Software Engineer   September 2011 - December 2011
Like.fm, Inc — San Francisco, CA
- Developed administrative management tools for song cover website covermix.com
- Developed functional aspects of client-side UI with JQuery
- Developed skills with PHP, Javascript, CSS, MongoDB
- Y-Combinator funded startup company

Web Developer   January 2011 - April 2011
Afilias Limited — Toronto, ON
- Developed a CRUD application for managing metadata using Grails
- Enhanced a reporting application and developed a web application to manage it

- Developed skills with Java, SQL, Bash, Relational Databases

PROJECTS   Astral Rift   September 2013 - Present
A 2D multiplayer online game set in space. It is based on Cosmic Rift. Developed with Javascript, using JoyJS game engine and socket.io for networking with client-server model.
Github: github.com/esuen/AstralRift
Website: astralrift.com

MISCELLANEOUS
- Achieved top 2% in Starcraft 2 North America
- Interested in Magic: The Gathering and tennis