

ERCE PHILLIPS

Software, Web Development

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🔗 iotus.me

📍 Tampa, FL (Looking to relocate)

🔗 Github

🔗 LinkedIn

I am a recently graduated software developer driven by the constant pursuit of self-improvement. My goal is to use my experiences in programming to help impact the fields where my passions lie, including web development, game development and language acquisition.

PROJECTS

lets-go-justin

🔗 <https://github.com/ev-98/lets-go-justin>

Discord bot (Python)

- Bot that runs on Discord's user created servers and allows for quick access to all animation frame and matchup from the 1999 fighting game Street Fighter III: 3rd Strike via chat commands.

Teklog

🔗 <https://teklog.herokuapp.com/>

Blog site (Node.js, Express, Javascript, MongoDB, HTML)

- Minimalistic full stack blog created for users to quickly post, edit and delete relevant data/ analytics related to the fighting game TEKKEN 7. Open post/edit/delete functionality with real-time updates in database.

nihon.

🔗 <https://nihon.netlify.app/>

Tourism site mockup (Javascript, HTML, CSS)

- Japanese tourism site. Responsive front-end oriented website with animations created using vanilla Javascript with minimal third party requirements.

A New Life Line

🔗 <https://anewlifeline.herokuapp.com/>

Social/ multipurpose site (React, Node.js, Express, MongoDB, HTML, CSS)

- Semester-long group web development project. Social gathering site for ex-felons to receive guidance towards a brighter future. Site includes user authentication, Zoom integration, a resume builder, real-time announcements, and Google Calendar API for events.

- More projects and descriptions available on my website.

EDUCATION

Computer Science, B.S

University of Florida

📅 05/2016 - 05/2020

- Coursework in Data Structures & Algorithms, Computer Architecture, Operating Systems, SQL Databases, Computer Graphics.
- Senior project conducted in UF's Graphics Imaging & Light Measurement Laboratory to contribute to 3D texture mapping software.
- Experience with real client communication, product interpretation and stages of delivery during Software Engineering course.

TECHNICAL SKILLS

Technologies

Javascript	Python	HTML	CSS
Node.js	AJAX	C++	C#

Frameworks/ Libraries/ Databases

React.js	Express.js	Unity
OpenGL	MongoDB	SQLite

Other Tools

Git	Linux Kernel
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SOFT SKILLS

Japanese

2 years of language/culture curriculum study at the University of Florida followed by daily self-study since graduation. Testing for JLPT N3 proficiency when the exam is rescheduled in December 2020.

Agile Development

Scrum development experience in a team programming environment during software engineering coursework.

Motivated by Completion

Adaptable

Quick Learner

Team Player