

ERIC HAN

121 Techview Terrace, Pittsburgh, PA 15213 • (949) 922-5734 • haneric21@gmail.com • www.eric-han.dev

Skills

- Javascript/TypeScript
- React (Next.js)
- HTML/CSS
- Node.js
- Python
- Golang
- Java
- SQL (MySQL/Postgres)
- Mobile

Relevant Experience

Wish – San Francisco, CA (Remote)

Software Engineer - WishX Team

June 2020 – PRESENT

- Developed products and features as a full-stack engineer on Wish's internal incubator team using React (Next.js), React Native, Python, Golang, and GraphQL
- Architected and led development of the frontend of a new enterprise resource planning (ERP) app to allow merchants to sell on Wish through BigCommerce
 - Utilized Next.js for server side rendering
 - Implemented authentication + session management, user preference caching, and HTTP client
- Built custom React components for an internal component library

Remine – Fairfax, VA (Remote)

Software Engineer

April 2018 – March 2020

- Developed features by implementing both the client and server-side and coordinated development across various teams
 - Improved app performance by applying fundamental React/programming principles
 - Designed and implemented REST APIs with Node, querying databases using MySQL/Postgres
- Created custom animations/transitions to improve user experience
- Maintained an internal UI component library using styled-components

Facebook – Menlo Park, CA

Software Engineer Intern – Events Team

June 2016 – September 2016

- Developed new features on the Facebook Android app being served to millions of users worldwide
- Worked closely with people across various teams (iOS, Web, Design, Data Science, Marketing)
 - Led meetings discussing design and engineering decisions

Dexcom – San Diego, CA

Android Developer Intern

June 2015 – September 2015

- Created entire components and activities for the Dexcom G5® Android app
- Fixed a critical security bug relating to the Android Keystore and symmetric/asymmetric keys for an update to an existing app on the Google Play Store

Android Inventory App – San Diego, CA

Personal Project

August 2015

- Developed an app because of need to conveniently reserve and inventory items within local church
 - Extended an existing service with a RESTful API using HTTP calls
 - Utilized multithreading with AsyncTask to handle network calls on a separate thread

Education

University of California, San Diego
Bachelors of Science, Computer Science

Graduation Date: June 2017
GPA: 3.5

Relevant Coursework

- Data Structures
- Object-Oriented Design
- Algorithms
- Software Engineering
- Operating Systems
- AI: Search & Reasoning
- Computer Security
- Networked Services
- Compiler Construction