Eric Malvar

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Github: https://github.com/malvarius | **Portfolio:** https://emalvar.site

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Summary
Full Stack Software Engineer, known for being able to break down complex tasks, inspiring team communication, and for a dedication to learning new things. A true team player and self-starter who works hard to make things happen.

Technical Skills
React | React-Native | JavaScript ES6 | HTML5 and CSS3 | JQuery | REST APIs | C#/ASP.NET | MySQL | PostgreSQL| Node JS | MongoDB | JIRA | Git | Adobe Creative Suite | SQL Server 2019

Experience
Web Content/Software Developer   2020 - Present
Virtual Graffiti Inc.   Irvine, CA
- Responsible for designing and managing over 20 Ecommerce microsites using HTML5/CSS3 and Javascript/Node JS
- Oversaw design and content changes to all sites to improve overall user experience and SEO
- Designed and maintained internal applications and APIs for internal media/content management using C#/Asp.net and Microsoft SQL Server 2019
- Created tools to automate and improve content implementation using various APIs and frameworks
- Experience troubleshooting cross-browser and device compatibility issues for all browsers and screen sizes

Applications Engineer II   2017 – 2019
Hexagon Metrology Inc.   Irvine, CA
- Responsible for software training and product demonstrations for large groups of customers from various companies.
- Provided sales team and customers with hands on technical assistance for a variety of solutions using PC-DMIS software.
- Collaborated directly with both technical and managerial roles to implement the best hardware/software solution based on customer needs.
- Developed close relations with sales staff as well as the development team to coordinate the release of up and coming features in order to drive business.

Current Projects
Müdl | GitHub Repository: https://github.com/malvarius/mudlFrontEnd
Description: Müdl is a react-native phone application that allows a user to specify/identify latent emotions and deliver hyper-targeted solutions, mantras, psychological advice, and games based on the individual's needs.
Responsibilities: creating backend API , creating middleware for handling asynchronous data, creating functionality to handle and update the virtual DOM based on user selections.
Tools used: React-Native, Expo, Node.js, Express, PostgreSQL

Education
Software Development Bootcamp Certificate: UC Irvine, CA   October 2019
B.S. in Material Science and Engineering: UC Irvine, CA   December 2016