## **Eric Malvar**

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<a href="https://github.com/malvarius">Github:</a> <a href="https://github.com/malvarius">https://github.com/malvarius</a> | **Portfolio:** <a href="https://emalvar.site">https://emalvar.site</a>

### **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

#### Experience

# Web Content/Software Developer Virtual Graffiti Inc.

2020-Present

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
- Worked directly with marketing, sales, and analytics to develop solutions that drive web traffic and online sales
- 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 Hexagon Metrology Inc.

2017 - 2019

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: <a href="https://github.com/malvarius/mudlFrontEnd">https://github.com/malvarius/mudlFrontEnd</a>

**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**

Bootcamp Certificate: UC Irvine, CA October 2019

B.S. in Material Science and Engineering: UC Irvine, CA December 2016