

Eric Malvar

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

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 who works hard to make things happen.

Technical Skills

React | React-Native | JavaScript ES6 | HTML5 and CSS3 | JQuery | REST APIs | MySQL | PostgreSQL | Node JS | MongoDB | JIRA | Git

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 changes to all sites to improve overall user experience
- Worked directly with marketing, sales, and analytics to develop solutions that drive web traffic and online sales
- Created tools to automate content implementation and improve company's ability to create content in a creative, yet efficient manner

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.
 - Contributed to the success of the customer-business relationship by providing knowledge of process automation and software capabilities to pre and post-sales discussions
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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 the 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