Eric Gan

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EDUCATION

Carnegie Mellon University (CMU) — Aug. 2019 – Present
Bachelor's Degree in Computer Science, Dean's List — GPA: 3.76

Thomas Jefferson High School for Science and Technology (TJHSST) — Sept. 2015 – June 2019
Student on Computer Science track — Weighted GPA: 4.61

CAREER OBJECTIVE

Computer Science student with a strong passion for Computer Science. Becoming a Software Engineering Intern would be the perfect way to start my career.

PROJECTS

Developing Motion Tracking for Robot Application | *Python, OpenCV* — Jan. 2022 – May. 2022
- Utilized OpenCV to track key points of a person's hand through motions
- Kept track of the motions for these motions so a robot arm could recognize these motions and replicate them

Developing Python API (StackV) | *Python, Swagger, Shell Scripts* — Jan. 2021 – June. 2021
- Worked as a student researcher in the Lawrence Berkeley National Laboratory
- Reviewed shell scripts for older product and converted into python scripts for the 2.0 product
- Applied new methods defined in the Swagger API into the new python scripts

Question-Answering Program | *Python, NLTK Toolkit, Docker* — Aug. 2020 – Dec. 2020
- Applied core NLP concepts like dependency parsing and POS tagging to question-answer generation
- Utilized spacy library and language parsing for question generation, and the Facebook Infersent vector model and BERT language representation model for answer generation

Smart Maker Video Reflection Booth | *Python, Pygame, Ffmpeg, Rasberry Pi* — Feb. 2020 – May 2020
- Worked with Prof. Daragh Byrne as Research Assistant for HCI Dept at CMU to develop a video booth that aimed to use technology to increase reflective learning in classrooms (http://smartmakingtools.weebly.com)
- Programmed software and interface for the video booth and worked with clients tirelessly to fit their needs perfectly

EXPERIENCE

Software Development Engineering Intern (2 Summers) — May 2021 – Aug. 2022
Amazon — Seattle, WA
- Worked in the inventory control team as an software development engineer and collaborated with a team of scientists
- Developed new features for an internal tool that is used by the scientists to keep track of inventory control
- Developed an internal tool to automate simulations for economists
- Onboarded other interns and new full time hires to the team

15-122 (Principles of Imperative Computation) Teaching Assistant — June 2020 – May 2022
Carnegie Mellon University School of Computer Science — Pittsburgh, PA
- Teach imperative programming in C in recitations and labs to classes of around 30 students
- Attend weekly staff meetings to discuss possible improvements to the course and to grade assignments
- Hold office hours every week to help students with written homeworks, programming homeworks, and debugging

Full Stack Development Intern — May 2020 – Aug. 2020
TalkMeUp — Pittsburgh, PA
- Helped develop new 2.0 product and webpage by writing code that connected frontend and backend
- Utilized angular and react frameworks for programming, and MongoDB for database management
- Developed backend schema to structure sending frontend data to the database

TECHNICAL SKILLS

Languages: Python, C, Java, HTML/CSS/Javascript, SQL | **Frameworks**: React, Node.js, Angular
Tools: Git, Docker, VS Code, LaTex, MongoDB | **Libraries**: NLTK, OpenCV, Pygame, NumPy, Matplotlib

RELEVANT COURSES

Principles of Imperative Computation, Principles of Functional Programming, Introduction to Computer Systems, Natural Language Processing, Parallel and Sequential Data Structures and Algorithms, Design and Analysis of Algorithms