Eric Idogun

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Dedicated Computer Science graduate with expertise in software development and data analysis. Proficient in languages such as **C++, C#, Python, and Java**, with hands-on experience developing system applications. Seeking to leverage technical skills and collaborative experience to contribute to innovative projects.

EDUCATION

Florida International University — April 2024
Bachelor of Science in Computer Science — *Miami, Florida*

SKILLS

- Programming: **C++, C#, Python, Java,** JavaScript, C, Rust, R, SQL, MySQL, HLSL, HTML, CSS, PostgreSQL
- Frameworks: AWS, Django, Unity, Jupyter, TensorFlow, Next.js, React, Angular, Docker, Flask, OpenGL, Azure
- Methodologies: Agile (Scrum), Kanban, Version Control with Git, Object-Oriented Programming, CI/CD
- Soft Skills: Research, Logical Reasoning, Resourcefulness, Critical Thinking, Project Management, Flexibility

PROJECTS

Crash [Unix Shell] | GitHub Repository — May 2024
- Developed a lightweight shell using Rust, supporting command execution for posix-compliant systems.
- Administered automatic local binary path management for environment handling, reducing setup time by 30%.

Data Analysis - BlueGAP | GitHub Repository — July 2023
- Administered a Python project to analyze and visualize water quality data, focusing on nitrogen concentration trends.
- Designed data cleaning pipelines for preprocessing raw datasets in Jupyter Notebooks.
- Produced static and interactive figures, highlighting trends in nitrogen data.

Proprietary Ledger System | Pepperoni Foods Limited — July 2021
- Engineered an in-house ledger application in Java, saving over $2,000 annually by replacing ERP software.
- Introduced real-time reporting, increasing operational efficiency by 20%.
- Deployed and maintained the application on a Linux-based environment, ensuring robust and reliable operation.

WORK EXPERIENCE

Software Engineer — August 2024 – Present
Hash Studios LLC — *Remote*
- Developing and optimizing applications in Unity, incorporating C#, OpenGL, and HLSL to enhance interactivity.
- Boosted application performance through shader optimization and memory management, reducing latency by 22%.
- Collaborated with teams using Agile methodologies, maintaining a perfect sprint record.
- Automated deployment processes using CI/CD pipelines and AWS services, reducing release times by 10%.

Software Developer — October 2023 – May 2024
HoloMath Project — *Miami, Florida*
- Collaborated on a Unity project sponsored by Microsoft, building scalable VR solutions for students.
- Optimized performance using data structures and custom scripts, achieving a 41% uplift in framerate.
- Constructed modular codebases in C#, enabling fast system updates.
- Utilized C++ native plugins for intensive calculations, enhancing performance and minimizing latency.
- Presented the HoloMath Project at Art Basel Miami, leading to 10 partnership inquiries.

Research Apprentice — May 2023 – October 2023
Florida International University — *Miami, Florida*
- Engaged in AI-driven research, crafting Python tools and APIs to support ethical educational content delivery.
- Containerized applications with Docker to streamline development environments.
- Built a search engine tool in React, utilizing TensorFlow models to enhance relevance and validate accuracy.
- Optimized multi-threaded algorithms with C++, reducing data processing time by 3 minutes.

Design Support Intern — October 2022 – March 2023
Florida International University — *Miami, Florida*
- Provided IT support, resolving 100+ issues with a 91% satisfaction rate.
- Utilized HTML, CSS, JavaScript and React to create e-learning content, increasing course interactions by 42%.
- Designed SQL [MySQL] queries to manage and analyze course performance data, aiding in decision-making processes.