Eric Hou

www.erichou.me

OBJECTIVE

Results-driven individual with strong fundamentals and proven experience in software development seeking a software engineering internship

EXPERIENCE

Software Engineer Intern, Blizzard | May - Aug 2017

- Designed and developed new web application using Java and Angular
- o Created RESTful API endpoints through Java Spring
- Contributed new Angular components to team's Angular library
- Resolved bugs and added features to existing tools suite

Software Development Intern, CDK Global I Jun - Aug 2016

- Implemented continuous integration pipeline for Microsoft Service Fabric applications
- Created a tool for external centralized configuration of microservices

Reader, CS162 Operating Systems, UC Berkeley | Fall 2017

- Held office hours to assist students with lecture concepts, homework, and projects
- Assisted in designing, grading, and administering assignments and exams

EE/CS Volunteer Mentor, ChickTech | Aug 2016

- Taught lessons in web development to middle school students
- Introduced electrical engineering through hands-on circuit project

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EDUCATION

University of California, Berkeley B.S. Computer Science & Engineering Aug 2015 – Dec 2018 GPA: 3.7/4.0

COURSEWORK

- o Data Structures
- \circ Algorithms
- o Machine Learning
- Computer Architecture
- Operating Systems
- Computer Security
- o Internet Architecture
- o Databases

SKILLS

Languages:

Java, Python, C/C++, C#, HTML, CSS, JavaScript, SQL, Ruby

Technologies:

- Spring Framework
- Angular/AngularJS
- o Node.js
- Ruby on Rails
- o .NET Framework
- Microsoft Service Fabric
- o Atlassian Bamboo
- OpenMP
- o Apache
 - o Spark, Tomcat, Maven, Camel
- $\circ \quad \text{Adobe Creative Cloud} \\$
 - \circ Photoshop, Illustrator

PROJECTS

PokeDash, Microsoft Service Fabric Application

- \circ $\,$ Web application leveraging the use of Service Fabric microservices $\,$
- \circ $\,$ Developed a microservice for extracting live game data from Niantic servers
- $\circ~$ Used Uber's API to calculate the time and cost of traveling to every nearby Pokémon
- o Created an algorithm for ranking nearby Pokémon based on a set of parameters