

Eric Waters

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Versatile software engineer with experience in full-stack development, AI/ML integration, and scalable backend systems. Skilled in modern web frameworks, data processing, and cloud-native technologies. Passionate about building efficient, maintainable software that's clean, scalable, and built to last.

Experience

Intel Corporation

Chandler, Arizona

Software Application Development Engineer

August 2023 – Present

- Developed an AI-powered contract auditing tool that enabled enterprise legal teams to identify risks and inefficiencies, resulting in up to \$30M in estimated cost savings.
- Built a modular web platform for Generative AI tools using Angular and Sanic, enabling rapid development of AI-powered apps with reusable components, unified UI, and robust API integrations.
- Designed a no-code AI app studio using React, Next.js, and Tailwind, empowering teams to create and deploy AI apps without using development resources.
- Engineered a scalable ML analytics API for manufacturing data using FastAPI, Docker, and Kubernetes, enabling seamless integration of advanced analytics into multiple applications.
- Independently administered an AI search platform for manufacturing data, enabling faster problem-solving. Created robust ETL pipelines using Pandas and SQL Server to ingest, normalize, and consolidate data across business units.

Dell Technologies

Round Rock, Texas

Graduate Software Engineering Intern

June 2022 – August 2022

- Implemented OAuth 2.0 SSO across several enterprise apps, unifying authentication and enhancing user experience.
- Integrated fine-grained authorization controls for several web apps and REST APIs using Spring Boot and Angular, strengthening security and compliance.

Undergraduate Software Engineering Intern

May 2021 – August 2021

- Built a custom Kanban board app with Spring and MySQL, improving agile collaboration for engineering teams.
- Designed an interactive Adobe XD prototype to streamline an onboarding process, earning 1st place in the Intern Hackathon.

Education

Arizona State University

Tempe, Arizona

Computer Science (Big Data Systems), M.S. with Distinction

4.0 GPA | May 2023

Computer Science, B.S. Summa Cum Laude & Barrett, the Honors College

4.0 GPA | May 2022

Skills

- **Programming Languages:** Typescript, JavaScript, Python, Java, C, C++, C#, SQL
- **Web Development:** React, Angular, Next.js, Spring, Laravel, FastAPI, Sanic, OAuth, D3.js, HTML, CSS
- **Data Technologies:** Pandas, NumPy, Matplotlib, Kafka, Spark, Hadoop, Neo4j, SQL Server, PostgreSQL, MySQL
- **ML/AI Tools:** TensorFlow, LangChain, Scikit-learn, Keras
- **DevOps & Cloud:** Docker, Kubernetes, GitHub Actions, Rancher, Harbor, Azure
- **Concepts:** Data Structures and Algorithms, Object-Oriented Programming, REST APIs, Large Language Models, Agile, Scrum

Projects

Automated Detection of Phishing Attacks using Machine Learning

March 2023 – May 2023

- Engineered a high-accuracy phishing URL detection system by evaluating 9 ML models with Scikit-learn and Pandas, achieving 98% accuracy using an ensemble of optimized classifiers and deep neural networks.
- Compared PCA, Kernel PCA, and autoencoders for dimensionality reduction to enhance model efficiency and performance.

Party on Wall Street

August 2021 – May 2022

- Founded and built an online couch-party video game in Unity/C# to teach entrepreneurship through interactive gameplay.
- Built mobile virtual controllers using JavaScript, HTML, and CSS to enable seamless multiplayer input from any device browser.

Watts ERP

August 2021 – May 2022

- Created a contractor management web app for Netpoint LLC using PHP, Laravel, and JavaScript to streamline field operations.
- Improved UI/UX design, digitized safety forms, and implemented an inventory pricing engine to automate cost tracking.

American Airlines In-Flight Transcriber

October 2021

- Built a real-time system to transcribe and display airline crew announcements using Node.js, Firebase, and AssemblyAI.
- Awarded 1st Place by American Airlines, Best Use of AssemblyAI, and featured in [AssemblyAI's blog](#)