

ERIC WATERS

eric-waters.github.io | linkedin.com/in/eric-waters2019 | ericwaters2019@gmail.com

Skills

- **Programming Languages:** Java | Python | JavaScript | TypeScript | C | C++ | C# | PHP | SQL
- **Web Development:** Angular | Spring | Node | Laravel | Bootstrap | jQuery | OAuth | HTML | CSS
- **Data Technologies:** Kafka | Flink | Storm | Spark | Hadoop | Neo4j | SQL Server | MySQL | Firebase | PostgreSQL | D3.js
- **ML/AI Tools:** TensorFlow | Keras | Scikit-learn | NumPy | Pandas | Matplotlib | OpenAI API
- **Infrastructure and Deployment:** Kubernetes | Docker | Azure Cloud | Tanzu Application Service | Git | GitHub Actions
- **Other Concepts:** OOP | Full Stack Web | MVC | Microservices | Microfrontends | REST APIs | NoSQL | Agile | Scrum | CI/CD

Experience

Intel Corporation

Chandler, Arizona

Software Application Development Engineer

August 2023 – Present

- Developed a web platform for internal Generative AI tools using [Sanic](#), [Angular](#), and [microfrontend architecture](#)
- Transformed internal problem-solving by owning and deploying a third-party AI-powered cognitive search engine

Dell Technologies

Round Rock, Texas

Graduate Software Engineering Intern

June 2022 – August 2022

- Increased average login speed by 400% by implementing Sign in with Dell (SSO Authentication) using [OAuth](#) and [Tanzu](#)
- Prevented immense penalties/fees by protecting data integrity with required authorization (rights/privileges) to alter sensitive resources in several REST APIs using [Spring Boot](#), [Spring Security](#), [Angular](#), and [Oracle Database](#)

Undergraduate Software Engineering Intern

May 2021 – August 2021

- Enhanced the efficiency of DevOps and Agile teams by creating a proprietary Kanban Board application using [Spring MVC](#), [Spring Data JPA](#), [MySQL](#), [jQuery](#), [Bootstrap](#), [HTML](#), and [CSS](#)
- Streamlined the Employee Resource Group onboarding process – awarded 1st place in the Dell Intern Hackathon

Education

Arizona State University

Tempe, Arizona

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

4.0 GPA | May 2023

- Coursework in Database Management, Data Mining, Data Processing, Machine Learning, and Data Visualization

Computer Science, B.S.

4.0 GPA | May 2022

- Graduated Summa Cum Laude with Honors from Barrett, the Honors College at ASU

Projects

Distributed PageRank Graph Processing Pipeline

May 2023

- Identified key pickup and drop-off locations from a taxi dataset by creating a PageRank data processing pipeline
- Processed the taxi data in real-time by creating a [Kubernetes](#) cluster of [Kafka](#), [Zookeeper](#), and [Neo4j Docker](#) containers

Automated Detection of Phishing Attacks using Machine Learning

March 2023 – May 2023

- Evaluated 9 machine learning techniques against a dataset of legitimate and phishing URLs using [Scikit-learn](#) and [Pandas](#)
- Assessed the performances of PCA, Kernel PCA, and autoencoder [dimensionality reduction techniques](#)
- Achieved 98% accuracy by training an ensemble classifier of optimized [ML techniques](#) and [deep neural networks](#)

Data Visualization Dashboard – IEEE Visual Analytics Science and Technology Challenge

March 2023 – May 2023

- Created six custom data visualizations to assess the economic trends of a fictional city using [D3.js](#), [HTML](#), [CSS](#), and [Bootstrap](#)
- Cleaned huge datasets and derived new data attributes to support the visualizations using [Pandas](#)

American Airlines In-Flight Transcriber

October 2021

- Recorded, stored, and displayed airline crew announcements in real-time using [Node](#), [Firebase](#), and [AssemblyAI](#)
- Awarded 1st Place by American Airlines, Best Use of AssemblyAI, Second Place Overall by Sunhacks, and featured in AssemblyAI's blog: [Best Hackathon Project Built with AssemblyAI's Speech-to-Text API](#)

Watts ERP

August 2021 – May 2022

- Developed a contractor management web app for Netpoint LLC using [PHP](#), [Laravel](#), [Bootstrap](#), and [JavaScript](#)
- Transformed the website into a production-ready state by enhancing the look and feel of the UI, creating mobile safety forms, implementing an inventory pricing layer, and adding clocking in/out functionality

Party on Wall Street

August 2021 – May 2022

- Founded and built a couch-party style online video game that teaches entrepreneurship using [Unity](#) and [C#](#)
- Created virtual controllers for the game that run on any mobile device browser using [JavaScript](#), [HTML](#), and [CSS](#)