Eric Mai

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Skills

C++, Unity, Unreal Engine, React.js, HTML, CSS, CSS Modules, Styled Components, Webpack, Babel.js, React Router, MongoDB, MySQL, Mongoose, Docker, Amazon Web Services, jQuery, Express, Nodejs, PostgreSQL, Nginx, Node-cache, Git, Jest, Enzyme, React Native

Experience

Apex Stats - 2019 Youtube | Github

React Router, Axios, React Bootstrap, REST API

- Implemented Restful API HTTP requests to provide future scalability and promotes standardization
- Deployed bootstrap to promote consistent grid-based UI for ease of use and cause a responsive adaption of platforms

ErrBnB - 2019 Youtube | Github

MongoDB, AWS EC2, S3, Jest, Enzyme, CSS Module, Mongoose, Docker, CloudFront

- Utilized Amazon Cloudfront to host images to reduce page load times by 40% for consecutive loads
- Implemented pagination lookup to restrict full database lookup and reduce load times to 1 second
- Reached 80% test coverage using Jest and Enzyme

Fresh Me Up - 2019 Youtube | Github

React Router, Express, Node.js, Express router, PostgreSQL

- Utilized Express Router for modularity to handle 15 models and promote middleware scoping
- Implemented React Router for a multi-page application that handles Url first development
- Designed algorithmic functions for dawdswdsawdwdawdsawdsawabase queries to obtain database items based on color theory

Review.me - 2018 GitHub

Nginx, PostgreSQL, AWS EC2, K6, New Relic

- Utilized NGINX load balancer to horizontally scale application across 4 servers to handle 457rps at 500 ms latency with 0.2% errors
- Improved PostgreSQL read queries from 20s to 1ms on a table of 150mil data entries by combining table partitioning and B-Tree indexing
- Compared PostgreSQL and Cassandra performance on a production-level dataset (10M records) to explore tradeoffs in SQL and noSQL databases

Work Experience

DreamVial - Lead Visual Design Director - 2014-2016

- Designed final production logo with Adobe Photoshop with a representation of the artistic values of the business to push start the brand
- Created high-quality 3D and 2D assets for production of a virtual reality realm with Maya and 3DS max

Education

Hack Reactor - 2019

Advanced Software Engineer Immersive Program

University of California Davis - 2015

B.S. Technocultural Studies / Cinema and Digital Media

Intro To Game Design

- General C++ game development.
- Designed short mystery game through Unity development

Portfolio