Eric Tom

erictom715@gmail.com
917-862-6589
[Eric Tom - Student - BrainStation | LinkedIn](#)
https://github.com/EricT715

PROFILE

As a software engineer, I am deeply passionate about programming and software engineering. I love the creativity involved in taking an idea and bringing it to life through code. I thrive on the challenge of crafting efficient and well-organized programs that solve complex problems.

SKILLS

HTML, CSS, JavaScript, Node, React, Express, MySQL, Agile Development, Document Object Model (DOM) APIs, Web APIs, User Authentication, OAuth, Heroku, GitHub, MelonJs, Tensorflow.

EXPERIENCE

Food Service Associate | Taiyaki NYC

MAY 2021 - DEC 2021, NEW YORK, NY

- Drove sales growth by proactively cross-selling additional products to customers, introducing new menu items, and exceeding sales targets by 25%.
- Collaborated with team members to streamline workflows and optimize productivity, resulting in 50% increase in efficiency and reduced wait times for customers.

Server | Spot Dessert Bar

AUG 2018 - 2019, NEW YORK, NY

- Managed multiple tables and orders with 50% increase in efficiency, maintaining a high level of accuracy and attention to detail, resulting in increased customer satisfaction ratings.
- Boosted revenue by 25% through effective upselling of menu items and specials, contributing to the restaurant's overall success and financial growth.

EDUCATION

BrainStation | Graduate, Software Engineering

APR 2023 - JUNE 2023, NEW YORK, NY

Hunter College | Anticipated Bachelors in Economics

SEP 2018 - 2023, NEW YORK, NY

PROJECTS

Creator | [The Possible Game](#)

June 2023, BrainStation Capstone

- As the sole developer, I undertook the creation of an engaging game using JavaScript and leveraged the melonJS game engine to ensure smooth rendering and captivating gameplay experiences. To enhance the game's complexity and challenge, I integrated advanced artificial intelligence features using TensorFlow. Through meticulous effort and dedication, I successfully integrated graphics and gameplay mechanics to create a polished and immersive final product that offers players an engaging gaming experience.

Co-Lead Software Engineer | [Pokemon Battle Simulator](#)

May 2023, BrainStation Hackathon

- Collaborated with a teammate to create an entertaining game project that utilized APIs. Leveraged my programming skills to develop a dynamic random number generator that determined the damage dealt contributing to the overall success of the project. Through effective teamwork and communication, we successfully completed the project on time, delivering a high-quality gaming experience that exceeded our expectations. This experience showcased my ability to work collaboratively with others and apply my technical expertise to achieve a shared goal.