

## Erick Velasquez

### 4<sup>th</sup> year Computer Engineering

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## Skills

Computer Skills	Electrical Skills	Laboratory Skills	Others
Intermediate C, C++, Java Advanced C#/ASP.NET, Python Advanced HTML5/JavaScript/CSS/ReactJS Artificial Intelligence/Machine learning	Basic circuit analysis Function Generator Breadboard circuiting Embedded Systems Arduino coding	Data interpretation and graphing Error Analysis Analytical Balance	Fluent in Spanish Human Resources managing/training STEM tutoring and teaching experience

## Work Experience

### Google; Software Engineering Intern (Knowledge Search)

May-August 2019

- Researched and designed a process to update a user-facing feature in Google Search.
- Implemented a launch-ready solution of the above design in C++ and other technologies in the Search stack.

### FPIInnovations; ASP.NET Web Developer (remote)

January-March 2019

- In charge of updating the interface of a Forestry management tool to make it more intuitive to current users.
- Designing a charting feature to support an overview of complex graphs with ReactJS and React-vis.

### UBC; CPEN 221 TA (Principles of Software Construction)

Sept– Dec 2017, Sept – Dec 2018

- Taught tutorials to 2<sup>nd</sup> year Computer Engineering students regarding the Software Construction process.
- Aided in grading, supporting students through office hours, and designing of assignments.

### Paige Solutions; Full Stack Web Developer

January – August 2017, April – August 2018

- Aided in the development process of a web-based legal tool in Django, while also leading the R&D required for the transition process to ASP.NET with a parallel client/server computation to support big transactions independent of the client-to-server delay.
- Consistently worked in the front-end of the tool with ReactJS, supporting a complex dashboard with thousands of interconnected, in-memory, and mutable objects.

## Education

### University of British Columbia, Vancouver, BC

September 2015 - Present

Faculty of Applied Sciences – Computer Engineering

Credits earned: 129

Cumulative GPA: 85.3%

Expected graduation date: April 2020

## EdX/Coursera

Aug. 2018	Neural Networks and Deep Learning
Aug. 2015	Scalable Machine Learning (UC Berkeley)
July 2015	HTML5 (W3C), Introduction to Big Data with Apache Spark (UC Berkeley)
May 2015	Programming with C# (Microsoft), Artificial Intelligence (UC Berkeley)
Sept. 2014	Introduction to Computing with Java (HKUST)
May 2014	Embedded Systems (UT Austin)

## Awards and Academic Achievements

Sept. 2016	Microsoft College Code Competition 4 <sup>th</sup> place (out of about 100 teams)
2016/2017/2018	Dean's Honour List (1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> year)
Sept. 2015	Outstanding International Student Award
Aug. 2015	Chancellor's Scholar Award
May 2013	National MOS Championship Winner (Excel 2010 category - Ecuador)

## Interests and Activities

My interests include playing soccer (goalkeeper position), playing the guitar and singing, composing songs, occasionally performing street magic, competitive online gaming, learning about advanced Physics and Math online.