

# Eric Entin

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## PROFILE

A highly driven, self-starting, skilled computer programmer with a love for software design and development. Has the motivation to work to the highest standard, until the work is done, and until it is done right. Excellent writing, communication, problem solving, and math skills. Has an eye for detail and the desire to create great, elegant design.

## EXPERIENCE

### **Independent Researcher - REU Program, Binghamton U.; Binghamton, NY — 6/2008 - Present**

-Worked in the field of grid computing with my advisor, Dr. Mike Lewis, a prolific publisher of academic papers on grid computing, among other topics.

-Devised, designed, and implemented in C++ a novel way to model resources on the grid based on the amalgamated prior history of any number of actual machines, enabling more realistic simulation, which improves the reliability of research on grid computing.

-Continuing work includes using data mining techniques to cluster similar resources and using that information to generate more accurate models of resources, as well as determining the right scheduler to use on a particular machine, using only past logs. The data analyzation software utilizes multi-threading to allow an increase in the amount of data that can be used as a basis for resource modeling. Continuously self-motivating to come up with and implement new ideas to further the research.

### **Web/Tech Support Consultant, CompuForce IT Staffing Solutions; NYC, NY — 12/2007 - 1/2008**

-Used JavaScript, HTML, CSS and AJAX techniques to design an interactive promotional website for use with the EZ-Pass system.

-Used the JQuery library for animations and transitions.

### **Summer Technology Intern, MTA Bridges & Tunnels; NYC, NY — 6/2007 - 8/2007**

-Gained experience in graphic design, programming, information technology, and tech support.

-Created installer packages using InstallScript to set up programs LAN-wide without interrupting busy users.

-Installed new, Windows Mobile-based, handheld scanners in multiple facilities across the city.

-Created a process enabling employees with less technical expertise to quickly enter many items into a database.

-Provided technical support to many employees for daily computer problems as well as more difficult, problematic issues.

### **News Editor, IGN Entertainment; Brisbane, CA — 11/2005 - 8/2006**

-Wrote original news stories daily about the online community for The Movies by Lionhead Studios.

-Communicated with members of the online community via web forums and email as a representative of IGN.

-Used HTML and CSS to create professional layouts.

-Reviewed fan-made films for weekly feature.

-Conducted interviews and summarized information for articles.

## EDUCATION

Binghamton University, Binghamton, NY — BS Computer Science in progress, 8/2006 - Present

Bronx High School of Science, Bronx, NY — Bronx Science/Regents Diploma, 9/2002 - 6/2006

## SKILLS

Languages: C/C++ (3 years), Python (1 year), Objective-C (2 years), Java (3 years), HTML/CSS/JavaScript (4 years)

Abilities: Experience with multi-threading, GUI design and implementation, object-oriented design, and rapid prototyping. Strong communication skills, both written and verbal.

Development Environments: Comfortable developing in Mac OS X, Linux, and Windows with standard tools, such as Xcode, Eclipse, and Visual Studio. Understands the importance and use of SCM.