

Erick Barrera

Computer Engineer • Software Developer • github.com/erickbarrera
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Objective

I am a highly motivated and enthusiastic solver of problems looking for a position where I can fully apply my knowledge by creating industry-leading solutions. I have a particular passion for system interconnectivity and object design as well as immersive user experiences and would like to work on a team by delivering software on any or all layers of a product.

Education

Florida International University May 2015

Bachelor of Science in Computer Engineering

- Concentration in networking and embedded systems

Experience

Application Development Solutions Aug 2015 -
Current

Web Services and Front-End Developer

- C#, ASP.NET, server development
- AngularJS, jQuery, Bootstrap, HTML5, CSS web development
- Created in-house search engine for inventory of packages
- Developed authentication software for web services
- Actively maintains and updates website and web services

50,000 downloads with over 500 reviews!

[Zombie Nights](#) - Miami, FL

Jun 2013 -
Current

Creator and Developer

- C#, 3D Modeling, 2D Art with Visual Studio and Mono with Unity engine
- Published on [Google Play](#) store
- Developed official [website](http://www.zombienightsgame.com/)(<http://www.zombienightsgame.com/>), blog, and forums
- Cross-Platform deployment Android, iOS, PC, OSX, Linux

Smart Inventory Manager - Miami, FL

Lead Programmer - FIU Senior Design Team – *Real-time physical object recognition and classification* Aug 2014–
Apr 2015

- Inventory management system that classifies food items as they are placed into and removed from refrigerator.
- Designed and developed entire software system including the object tracking and identification in C++ using OpenCV library
- Programmed communication interface between weight sensor and embedded ARM device
- Developed web readable output programmatically for entire system in XML format

Simple Keylogger - Miami, FL

Lead Programmer - FIU Student Project – *“White-hat” vulnerability assessment and demonstration tool* Feb 2014
Apr 2010 –
Apr 2012

- Designed and developed open source remote administration tool, provides a keylogger, remote shell and web interface
- Wrote DLL payload with remote administration features
- Coded various anti-firewall, anti-user account control, antivirus bypassing, and reverse connecting capabilities
- Implemented process injecting payload

Skills

Development:

- C/C++, C#, Java, Objective-C, Perl, JavaScript, AngularJS, PHP, SQL, HTML5, CSS, ASP.Net, ASM

Areas of Expertise:

- Object Oriented Programming, Cross-Platform Development, Android and iOS, Network Security, Penetration Testing, Linux, Web Development, Reverse Engineering of Malware and other Software, API Documenting, Embedded devices and ARM Processors, Agile

Software:

- Microsoft Visual Studio, Autodesk 3DS Max, Adobe Photoshop, Adobe Dreamweaver, Unity3D Game Engine, Microsoft Office, Kali/Backtrack Linux Distribution, Metasploit, Nessus, Wireshark,

Bilingual:

- English and Spanish

