ZUHUI (ERIC) HE

Software Engineer

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Professional Software Engineer with 3+ years of experience in web development and data engineering, including web app development, testing and large scale cluster computation

SKILLS

JavaScript	Node.js	Java	Scala	Python
TypeScript	React	Redux	Next.js	Material-UI
Express	Hapi	Koa	GraphQL	Apollo
MySQL	PostgreSQL	MongoDB	Spark	Hadoop
Mocha	Jest	Enzyme		

WORK EXPERIENCES

Apple

Software Engineer

Cupertino, CA   Aug 2019 – Now

- Developed and maintained several **React** Web Apps widely used within Apple map teams to visualize and analyze map tilesets data, trigger and manage **Spark** pipelines and jobs
- Created several useful **FusionX** JavaScript Plugins and publish to FusionX app stores to assist developers and data scientists to do map matching analysis, map routing and visualize map tileset data in HDFS
- Designed and implemented various Spark pipelines and job artifacts to fulfill large scale data processing and distributed computing
- Created web service and PostgreSQL database to manage pipeline and job artifact run status on Hadoop clusters
- Published personal projects by React and Next.js for user to build large scale universal web app and services
- Worked closely with other map teams to address radar issues for pipelines and apps

Walmart Labs

Contract Software Engineer

Sunnyvale, CA   Jan 2019 – Aug 2019

- Created functional **Express** and **Koa** middlewares and **Hapi** plugins for **Electrode.io**
- Developed several function and performance oriented features, including support Koa server, server side rendering, dynamic loading and JavaScript bundle optimization, etc.
- Wrote unit and integration test cases for components and project packages
- Actively addressed public issues on GitHub and JIRA issues reported by other teams

Apple

Contract Software Engineer

Sunnyvale, CA   Jan 2018 – Dec 2018

- Developed **Reddwarf** - a data visualization app for map data analysis and data science team internally use and manage user list
- Support URL service for other applications, including FusionX
- Support different raster tiles and vector tiles from HDFS and other resources
- Supported map match process animation of vector tiles
- Created the backend web server by using **Play framework 2.6**, **Java** and **Scala**

EDUCATION

Syracuse University, Syracuse, NY   Dec 2016

M.S. in Computer Systems Networking & Telecommunications

M.S. in Mechanical Engineering