

# Eric Hong

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## EDUCATION

### California State University, Long Beach

Long Beach, CA

*Bachelor of Science in Computer Science*

*Aug 2021 – Expected Dec 2025*

- **Relevant Coursework:** Data Structures, Algorithms, Object-Oriented Application Development, Database Fundamentals, Machine Learning, Operating Systems

## TECHNICAL SKILLS

**Languages:** JavaScript, TypeScript, Python, C#, HTML, CSS

**Frameworks / Libraries:** React, Node.js, Express.js, Unity, Supabase

**Databases:** Supabase, MongoDB

**DevOps & Tools:** Git, Visual Studio Code, Agile, Figma, Render, GCP, AWS

## EXPERIENCE

### Web Developer

January 2025 – March 2025

*St. Joseph Mission Charity*

*Westminster, CA*

- Created a responsive website with HTML and CSS to strengthen the non-profit's digital presence and effectively communicate its mission to the community.
- Enhanced the image gallery UI by implementing JavaScript arrow-button navigation, creating a smoother browsing experience.
- Collaborated with the client to deliver a tailored solution within deadlines, incorporating iterative feedback to ensure usability and alignment with their goals.

## SELECTED PROJECTS

### Table Tap | *React, TypeScript, Supabase, Bootstrap*

May 2025 – Ongoing

- Developed a QR-based ordering system enabling customers to self-order, improving business's service speed and managing high customer traffic with limited staff.
- Built a secure dashboard built with React components and Supabase Auth, protecting restaurant data and customer order information.
- Implemented a PostgreSQL relational schema with a maintainable structure to support scalable queries for menu items and item modifiers.
- Deployed application on AWS, achieving 24/7 uptime and ensuring reliable hosting for restaurant operations.

### Bartending Exam Prep App | *JavaScript, C#, Unity, Node.js, Express.js*

April 2025

- Developed a 2D Unity game leveraging prefabs, ScriptableObjects, and state-driven UI to create interactive bartending drills for exam preparation.
- Implemented Node.js RESTful APIs to retrieve player stats and integrate the Cocktail API for drink recipe data, enabling interactive and dynamic gameplay.
- Built a MongoDB schema connected with Firebase Auth for quick user data access, enhancing authentication and in-game responsiveness.

### Essenger | *JavaScript, React Native, Express.js, Node.js, Socket.io, Tailwind CSS, Render*

January 2025

- Built a real-time messaging app with Socket.io and React Native components, enabling users to communicate instantly with a seamless experience across devices.
- Developed a backend with Express.js and Node.js to power real-time server logic and APIs for text data retrieval and response handling.
- Deployed the application on Render for 24/7 hosting, delivering consistent uptime and stable performance.

### IoT System Development | *Python, MongoDB, GCP, Socket*

November 2024

- Developed an IoT system with 3 virtual sensors and custom calibration logic to capture accurate real-time environmental data.
- Engineered a TCP/IP socket architecture enabling dependable client-server communication and accurate data delivery.
- Utilized PyMongo to efficiently store and query 100+ timestamped entries, delivering real-time access to metadata for application insights.
- Deployed the system on GCP to provide secure remote data access and support scalable, real-time monitoring.