

Eric Mulvihill

Software Engineer

Eric Mulvihill

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Skills

Languages

Java, JavaScript, TypeScript, ActionScript, Python, Shell Scripting, HTML/CSS

Tools

Angular , Node.js, NPM,, Cordova, IntelliJ, XCode, Maven, Ant, Bamboo, Jira, Bash, MySQL, Keras, PyTorch

Experiences

Web Services , SaaS, Mobile Development, Machine Learning, Deep Learning, Database Management, Build Automation, Continuous Delivery, Configuration Management, Agile Methodologies, Linux System Administration, Amazon Web Services

Experience

Scientific Learning / Principal Software Engineer

JUNE 2010 - APRIL 2017, OAKLAND, CA

- Implementing new REST-based APIs in Java & Javascript, to surface data for mobile on a platform which was not originally written with mobile access in mind.
- Researching technologies and implementing prototypes for two different mobile products: an iPad port of our main product and a cross-platform mobile app written using AngularJS, Ionic, & Cordova.
- Pursuing continuous integration & continuous delivery for all our projects. Implementing Puppet-based configuration management for our application cluster.
- Migrating large amounts of data from inaccessible internal format, to the cloud in JSON format for data analysis.

Allurent / Software Architect

FEB 2007 - JUL 2010, CAMBRIDGE, MA

- Made major contributions to the design and development of a SAS merchandising application and custom CMS backend.
- Integrated a Flex rich client checkout application to the web

catalogs of large e-commerce sites, using both SOAP and REST web services.

- Wrote extensive unit tests for large code bases in both Java (JUnit/JMock) and Actionscript (FlexUnit).
- Interfaced with customers to refine project requirements, give status updates, identify blocking issues, and deliver many successful engagements on tight schedules.

WSI Corporation / Software Engineer

NOV 2006 - FEB 2007, ANDOVER, MA

- Debugging a large C++ code base of 3D weather software applications.
- Solving critical client issues by compiling custom patches for deployment on existing customer systems.
- Writing log analysis utilities in Perl to quickly gather vital information off client systems.

Cow Town Productions / Software Engineer

AUG 2001 - NOV 2006, AMHERST, MA

- Designed tutorials and simulations of chemical and physiological processes in Actionscript and Lingo for several major chemistry textbooks.
- Engineered a quiz framework in Actionscript, where complex, media-rich tutorials can be defined entirely in XML and displayed using Flash.
- Worked with e-learning providers to integrate Flash tutorial content into their course frameworks, and implemented several client-server APIs to save grades and student information to course management databases.
- Worked closely with other developers, integrating modules and participating in QA testing on final products, both CD-based and web-based.

Education

University of Massachusetts / B.S. Mathematics

AMHERST, MA

University of Massachusetts / B.S. Computer Science

AMHERST MA

