Eric Mok

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Education

B.S. in Computer Science, May 2012 - Stony Brook University

Skills

Code: Java, HTML, CSS, Javascript, Typescript, Node, Python, Django, React

Tools: Git, Grunt, Gulp, Webpack, Browserify, Mocha, LESS, Docker, Bootstrap, Linux, Ubuntu

Experience

IT and Office Assistant - Glopack, Inc, New York, NY - Dec 2015 - 2019
- Built an internal brochure website using Cartridge / Django
- Consulted on and wrote specs to facilitate upgrade of in-house ERP database application
- Used Adobe Illustrator to layout client artwork in products

Web Developer / eCommerce Operator - Anzor Jewelry Corp, New York, NY - June 2012 - 2018
- Built tools to renormalize company's existing product database and ported it to ecommerce platforms including BigCommerce and Etsy (MongoDB, Jupyter notebooks)
- Developed a more responsive website (anzordiamonds.com) to supplement aging website
- Operated eBay Power Seller account and updated listings to comply with changing eBay HTML policies

Web Developer - Earring King Jewelry, New York, NY - June 2012 - 2013
- Built website (ekjewelry.com) using Django, Grunt, and Angular. Photographed products

Projects

Reinforcement Learning Toy - March 2020 - May 2020
https://github.com/ericmok/reinforcement-learning-toys-kt
Implemented simulations of reinforcement learning algorithms using Kotlin and React.

Android Game - October 2014 - April 2020
https://ericmok.github.io/android-rts-game
Wrote a Java game engine from scratch that runs on Android. Custom multi-threaded architecture, entity-component framework, physics engine, and graphics pipeline. Optimized heap performance.

Neural Network - September 2014 - October 2016
https://github.com/ericmok/neuralnetwork
Wrote feedforward neural network implementation in Javascript and later changed to Typescript.

Additional Projects

React Practice - January 2018

https://github.com/ericmok/stephen-grider-react-redux-course-material

Practice projects following an online React course.

Shadow Classes - March 2015

https://ericmok.github.io/android-rts-game

Toy concept for dynamically injecting template blocks as shadow dom by matching classes.

Pitchwheel - January 2015 - February 2015

http://ericmok.github.io/pitchwheel

Visualizer for musical chord constellations using Polymer web components.

Libsvm - February 2014

http://eric.bio/learn/

Toy app showing support vector machine classifier with AJAX and Django backend with libsvm library.

Blog With Post Diffing and Recursive Commenting - December 2013 - May 2014

Experiment with AngularJS, Django Rest Framework. Used Python's Natural Language Processing Toolkit to diff posts by their sentences and make each sentence commentable by another post.