

ERIC ZURN

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EDUCATION

Penn State Behrend
Bachelor of Science, Software Engineering
Dean's List: 4 semesters
Relevant Coursework: Data Structures and Algorithms, Object-Oriented Design, Software Engineering, Machine Learning / Data Science, Operating Systems, Discrete Math for CS, Microprocessors

3.95 GPA - Erie, PA
Aug 2024 – May 2028

EXPERIENCE

Undergraduate Research Assistant
Penn State Erie, The Behrend College

Apr 2026 – Present
Erie, PA

- Built a 2D CNN in Python/TensorFlow to classify Alzheimer's disease stages from ADNI FDG-PET scans, exceeding a published 2022 benchmark's cross-validation accuracy on all three binary tasks
- Increased training data nearly eightfold, from 171 to 1,335 subjects, by preprocessing ADNI's multi-phase archive
- Built resumable, checkpointed data pipelines to process large medical imaging datasets on limited compute

Host
Sloppy Duck Saloon

May 2024 – Sep 2026
Erie, PA

- Managed guest seating flow using the floor board, coordinating with other hosts to balance server sections and minimize wait times
- Assisted with food running and closing shift logistics, including coordinating host schedules and early releases during slow periods

PROJECTS

GestureX | JavaScript, MediaPipe, HTML, CSS

- Built a browser-based arcade of 4 hand-gesture-controlled mini-games using MediaPipe Hands for real-time fingertip landmark tracking
- Applied EMA smoothing to reduce tracking jitter and implemented gesture recognition (pointing, slicing) for responsive, low-latency gameplay

SeatFlow | JavaScript, HTML, CSS

- Built a restaurant host dashboard for managing table setup, live seating, and waitlist flow, including a draggable floor-plan canvas with real-time occupancy tracking
- Implemented automatic best-fit table matching and waitlist promotion logic to seat parties efficiently as tables free up

Yotei | SvelteKit, Supabase

- Built a cross-device task organizer as part of a team, implementing multiple custom views and a login flow using SvelteKit and Supabase
- Collaborated on Git-based version control with a team, resolving merge conflicts and coordinating feature scope under a hackathon time limit

SKILLS

Languages: Python, Java, C++, JavaScript, VHDL
Web: HTML/CSS, SvelteKit
ML & Computer Vision: TensorFlow, MediaPipe
Tools & Platforms: Git, VS Code, Supabase, Vivado

ACTIVITIES & ACHIEVEMENTS

ACM Hackathon: 3rd Place
Innovation Category, GestureX

Apr 2026

Association for Computing Machinery (ACM)
Member, Penn State Behrend

Jan 2026 - Present

Computer and Software Engineering Club (CASE)
Member, Penn State Behrend

Jan 2026 - Present