

# Christopher Erickson

chriserickson@live.com ❖ (206) 681-8950 ❖ Orange County, CA

---

[Portfolio](#) | [GitHub](#) | [LinkedIn](#)

## EDUCATION

---

|  |                                    |
|--|------------------------------------|
| <b>University of California, Berkeley</b><br>MS, Information and Data Science    | <b>In Progress</b><br>Berkeley, CA |
| <b>University of Washington, Bothell</b><br>BA, Management Information Systems   | <b>January 2016</b><br>Bothell, WA |
| <b>Western Washington University</b><br>BS, Manufacturing Engineering Technology | <b>June 2013</b><br>Bellingham, WA |

## WORK EXPERIENCE

---

|   |  |
|---|--|
| <b>Full-Stack Data Scientist</b><br>Core Analytics   The Boeing Company   | <b>Mar. 2026 – Current</b><br>Seal Beach, CA   |
| <b>Data Systems Engineer - 747/767/OOP Technical Lead</b><br>Reliability Maintainability & Data Analytics   The Boeing Company  | <b>Apr. 2023 – Mar. 2026</b><br>Seal Beach, CA |
| <ul style="list-style-type: none"><li>Monitored reliability data feeds by using SQL, Power BI, and Tableau to validate data quality and integrity.</li><li>Developed internal tools and applications that automated Python and SQL workflows, streamlining reporting processes, reducing manual effort, and accelerating delivery of analytics.</li><li>Integrated AI/LLMs into our data ingestion process allowing us to handle non-English maintenance text.</li><li>Represented Boeing at aviation industry meetings and conferences, facilitating collaboration with airline reliability teams to enhance the safety and quality of Boeing airplanes.</li></ul> |  |
| <b>Manufacturing Engineer</b><br>787 Engines, 767/767-2C Tanker Fuel Systems   The Boeing Company   | <b>Sep. 2016 – Nov. 2020</b><br>Everett, WA    |

## PROJECTS

---

### Mox-Data.com | [Link](#) | [GitHub](#)

- Developed a full-stack web application using Python (Flask), HTML, JavaScript, and CSS to provide interactive dashboards and data management features for Magic: the Gathering Online (MTGO) players.
- Built ETL workflow allowing players to upload and process raw gameplay files, transform them into structured data, and enhance records through in-app tools.
- Deployed application to AWS using Docker (ECR) containers with PostgreSQL (RDS) for relational storage, Amazon S3 for file management, and Celery + Redis (ElastiCache) for distributed background job processing.
- Used Git/GitHub for version control and project management.

### API.VintageData.IO | [Link](#) | [GitHub](#)

- Developed an ETL pipeline using Python to extract community-collated match result data from MTGO tournaments, clean and load it into a PostgreSQL (AWS RDS) database.
- Deployed a public REST API with Flask in AWS EC2, enabling users to query event and match data.
- Automated weekly data processing and monitoring via cron jobs and API logging.
- Designed and built dashboards to visualize metagame trends, event histories, and matchup statistics.