

# Ethan Gibeau

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## OBJECTIVE

Driven Computer Science student with experience in C++, Python, and Unreal Engine. Skilled in AI, game design, and full-stack development using Agile methodologies. Proven leader through multiple client-based projects at Minnesota State University, Mankato. Seeking to leverage technical and leadership skills in game development, software engineering, or front-end development roles.

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## EDUCATION

**Intended Degree: Bachelor of Science in Computer Science**

**May 2025**

Minnesota State University, Mankato, MN

- GPA: 3.48 (4 Point Scale) | Dean's List: Spring 2022 – Fall 2024
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## RELEVANT EXPERIENCE

**Team Lead, PatrolCam, Mankato, MN**

**August-December 2024**

- Designed and implemented an intuitive, responsive front-end using HTML, CSS, and JavaScript, optimizing user experience for real-time monitoring.
- Successfully delivered and deployed a fully functional website, earning high praise from the client for meeting all operational requirements and exceeding expectations.

**Testing Lead Internship, NextGen RF Design, North Mankato, MN**

**January-June 2024**

- Spearheaded testing efforts for a .NET framework application, leading end-to-end testing that reduced bugs by 70% and ensured a smooth, error-free release.
- Validated new features like add/delete functionality, creating and executing comprehensive test cases to guarantee feature stability and accuracy.

**Good Thunder Press Internship, Good Thunder Press, Mankato, MN**

**August-December 2023**

- Led development of a music charting and performance app using Xcode and Swift, delivering a functional MVP that met client expectations.
- Developed and tested a fully functional metronome feature, ensuring bug-free performance.

**AI Integration / Testing Lead, TalentTrack, Mankato, MN**

**January 2025 - Present**

- Engineered a two-way email recruiting system using AWS Lambda, streamlining athlete-coach communication and automating outreach processes.
- Conducted rigorous testing to ensure system reliability and performance, contributing to a seamless user experience and increased platform adoption.

**Assistant Manager, Jake's Pizza of St. Peter, St. Peter, MN**

**July 2019 - Present**

- Managed and coordinated a team of 9+ employees, optimizing workflow efficiency and service quality, increasing Jake's review score by 1+ star.
  - Implemented process improvements to reduce wait times and facilitated clear communication among team members to achieve daily goals.
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## PERSONAL DESIGN PROJECTS

**Rogue Survival, Video Game**

**July 2024 - Present**

- Designed and developed a 3D top-down survival game featuring round-based enemy waves.
- Designed and implemented AI behaviors, enabling dynamic enemy attack strategies
- Engineered the game using Unreal Engine and C++ for optimal performance and scalability.

**Ethan's Casino, Command-Line-Based Game(C++)**

**December 2024 - Present**

- Built a command-line casino simulation in C++ featuring Blackjack, Poker, and Baccarat.
  - Implemented an AI driven Poker system, allowing strategic decision-making for four computer-controlled opponents.
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## SKILLS

**Languages:** Python | C++ | C# | HTML | CSS | SQL | Visual Basic | JavaScript

**Tools:** Visual Studio | Visual Studio Code | Microsoft Office | Blender | Git | Click-Up

**Skills:** Presentation | Leadership | Teamwork