



Ethan Hogen

Software Systems Engineer

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Skills

- Languages:** Python, Javascript, Ruby, HTML, C++, CSS
 - Tools/Technologies:** Puppet, Ansible, Bash/Shell, Pandas, Flask, React, D3, MongoDB, swagger/OpenAPI
 - Practices:** ETL, Test Driven Development, Agile Development, Continuous Integration, Infrastructure as Code, DevOps
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Experience

Wells Fargo Software Engineer

February 2021 - PRESENT, Minneapolis

- Rapidly prototyped a data warehousing service for Compliance team and iteratively developed using frequent feedback from key stakeholders
- Developed relational models and created ETLs for scalable data solutions
- Created dashboards for communicating key metrics to senior leadership

Senior Software Engineer Analyst

March 2020 - February 2021, Minneapolis

- Managed Puppet infrastructure to enforce middleware compliance for all physical and virtual servers
- Created RESTful APIs to provide automation solutions for configuration management
- Led issue resolution and conducted post mortems to determine root cause
- Coordinated software updates with key stakeholders to ensure minimal user impact

Software Engineer Analyst

July 2018 - March 2020, Minneapolis

- Developed Python web applications and analyzed data to monitor and report on server compliance
- Restructured documentation to standardize onboarding and intake of support requests, improving knowledge transfer and reducing points of failure
- Used Continuous Integration tools to deploy code to test and production environments

GN Resound Manufacturing Engineering Intern

June 2017 - November 2017, Bloomington

- Implemented Lean 5S projects to improve work flow of 3D printing operations
 - Led a kaizen event to optimize process flow in the stockroom
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Education

University of Minnesota - Twin Cities BSci in Industrial and Systems Engineering

September 2014 - May 2018