Ethan Genser

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Skills

- **Programming languages**: Python, JavaScript, C++, C#, Java
- **Other technologies**: Node.js, Express, Django, Bootstrap, jQuery, HTML, CSS, Apache, WebSockets, SSH, Git, GitHub, Windows, macOS, Linux, Bash terminal, PostgreSQL, Raspberry Pi, AWS hosting
- **Soft skills**: Communication, Leadership, Team coordination, Dependability, Active learning, Patience, Accountability, Flexibility, Problem-solving

Education

B.S. Computer Science Expected: 2024

University of Arkansas, Fayetteville, AR

- Major GPA: 3.0
- Cumulative GPA: 2.5

Employment

Apple-Certified Technician August 2018 - Present

Megabyte Computer Center, Rogers, AR

- Diagnosing and repairing Mac computers, iOS devices, and PCs with software and hardware issues
- Leading 1-2 hour classes where I teach clients how to use their computers, phones, tablets, and other technology more effectively
- Communicating with Apple's corporate representatives and repair depots
- Trained 2 employees

Trainer, Drive-Thru Leader December 2016 - August 2018

Chick-fil-A, Bentonville, AR

- Selected to mentor newer employees on how to excel in a leadership position
- Selected to join a group of 3-4 other members that would periodically attend meetings with the store owner and directors where we developed strategies for improving drive-thru speed, accuracy, and customer satisfaction
- Trained approximately 10 employees in various positions

Projects

Web Chatroom

JavaScript, Node.js, Express, WebSockets, jQuery

- Built a web-based chatroom application that allows users to chat with other random users
- Backend built on Node.js using Express for the HTTP server and WebSockets to send messages between the clients and the server
- Frontend built with HTML, CSS, and JavaScript

Steganographic Image Encoder

Python

- Built an application that can be used to hide an image within a cover image and then retrieve the hidden image again from the generated image
- Implemented in Python using the Least Significant Bit steganographic technique. Makes use of the PIL image processing package

Maze Generator

C++

- Built an application that can be used to randomly generate mazes of varying sizes in the user's terminal
- Implemented in C++ using a recursive backtracking algorithm

All projects listed above and more of my projects can be found on my GitHub page at github.com/Ethan-Genser