

Ethan Meese

Sturgis, MI, 49091 • meeseethan@gmail.com • (269) 625-2093

Summary

Computer Science student at Western Governors University (B.S. expected Q2 2026) seeking a full-time software development role to apply programming skills, contribute to real-world projects, and grow as part of a collaborative engineering team. Passionate about problem-solving, continuous learning, and building impactful, scalable applications.

Skills

Languages: C#, Java, Python, TypeScript, HTML/CSS, SQL (MySQL, T-SQL)

Technologies: Angular, Spring Boot, Docker, Git(GitHub & GitLab)

Experience

Strand Theater – Sturgis, MI – 4 years

Cashier & Manager (2021 – Present)

- Operated projection systems and coordinated showtimes
- Trained and managed staff to ensure smooth daily operations
- Delivered customer service in a fast-paced entertainment environment

Projects

E-Commerce Platform (Spring Boot, Java, Maven, MySQL)

- Built a full-stack e-commerce web application enabling users to browse, purchase, and track orders with real-time confirmation messages
- Implemented RESTful APIs for secure product, cart, and order management with MySQL database
- Integrated service-layer logic to handle checkout workflows, purchase validation, and automated email confirmations

Web Dungeon Crawler (C#, .NET, Angular)

- Developed a full-stack browser-based dungeon crawler with an Angular frontend and ASP.NET Core backend
- Engineered dynamic room/enemy encounters and real-time game state synchronization via RESTful APIs
- Applied object-oriented design in TypeScript and C# to manage player actions, combat systems, and progression logic

Console Dungeon Crawler (C#, CLI)

- OOP to manage players, enemies, rooms, and shop interactions
- Implemented procedural room generation, combat mechanics, and merchant transactions with System.Random and .NET collections.

Void Escape – 2D Roguelike Game (Unity, C#)

- Designed enemy AI, buff systems, parallax scrolling, and object pooling for performance optimization, and modular chunk-based level generation
- Built immersive level layouts and character animations

Education & Certifications

Western Governors University – B.S. Computer Science (Expected Q2 2026)

Glen Oaks Community College – A.A. Computer Science, GPA: 4.0 (2024)

Sturgis High School – Diploma, High Honors, AP Coding, GPA: 3.7 (2023)

Certifications – Java | Microsoft Office