

Ethan Holen

COLORADO STATE UNIVERSITY CLASS OF 2022, B.S. COMPUTER SCIENCE

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"All we have to decide is what to do with the time that is given us."

Education

COLORADO STATE UNIVERSITY

B.S. IN COMPUTER SCIENCE

Fort Collins Colorado

Jan. 2018 - PRESENT

- Current Year: Senior
- Computer Science Coursework: Software Engineering, Operating Systems, Mixed Reality Design, Software Development with C++, OS and Networks, Discrete Structures, Data Structures, Computer Organization, System Security, Algorithms, Big Data

Work Experience

Undergraduate Research Assistant

CSU: NATURAL USER INTERACTION LAB

Fort Collins, Colorado

May. 2020 - PRESENT

- Worked directly with *Dr. Francisco Ortega* and *Dr. Benjamin Clegg*, on projects bridging the Psychology and Computer Science departments.
- Designed experiments in Unity using C# to write logic and collect data from participants in Virtual Reality environments.
- Created custom building simulator in VR from scratch using Unity and C#.
- Utilized: C#, unity, Git, GitHub, Qualtrics, MRTK, Hololens 2, Oculus

iOS Developer

INDEPENDENT

Douglas County, Colorado

Jul. 2019 - Aug. 2020

- Designed, developed, and deployed *Happy Car* to the Apple app store.
- Developed an iOS application using Swift for Douglas County Sheriffs Office.
- Designed a restful back-end server using Python for secure storage of names and phone numbers.
- Utilized: Swift, SwiftUI, Python, Flask, AWS Lambda, Cocoapods

IT Intern

VALOR CHRISTIAN HIGH SCHOOL

Highlands Ranch, Colorado

Jul. 2016 - Aug. 2019

- Provided hardware and software solutions for help desk tickets.
- Managed a JAMF environment of 550 Apple devices.
- Setup and management of 20 Aerohive network access points.
- Utilized: JAMF, Unix, Bash, macOS, Windows

Other

Google Developer Club

TECHNICAL LEAD

CSU

- Organized and gave technical presentations to club members as well as helping with student outreach.

Personal Projects

PERSONAL PROJECTS

- Designed a graphical representation of Conway's Game of Life in the Terminal as a Homebrew Tap.
- Created a README generator for quickly starting open source project documentation as a Homebrew Tap.
- Authored, recorded and edited a YouTube tutorial to help introduce beginners to the macOS terminal.
- Utilized: C++, Python, Bash, Homebrew, GitHub

Awards

- 2020 **Fourth Best Overall Hack**, Hack CU-VI Hackathon
- 2019 **Second Overall**, Google Passport Design Challenge
- 2018 **First Place**, Kaggle, Big Data Competition
- 2015 **Eagle Scout**, Boy Scouts of America

CU, Boulder

Google, Boulder

SLU, Missouri

Troop 102

Skills

- Software: (Proficient): Swift, Java, C#, Unix, Git, Python (Familiar): C, C++, JavaScript, Bash, Rust