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	*Fort Collins Colorado*
B.S. in Computer Science	*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	*Fort Collins, Colorado*
CSU: Natural User Interaction Lab	*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	*Douglas County, Colorado*
Independent	*Jul. 2019 - Aug. 2020*

- 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.
- Communicated with the non-technical team about product design and function.
- Utilized: Swift, SwiftUI, Python, Flask, AWS Lambda

IT Intern	*Highlands Ranch, Colorado*
Valor Christian High School	*Jul. 2019 - Aug. 2020*

- 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	*CSU*
Technical Lead	

- 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	*CU, Boulder*
2019	**Second Overall**, Google Passport Design Challenge	*Google, Boulder*
2018	**First Place**, Kaggle, Big Data Competition	*SLU, Missouri*
2015	**Eagle Scout**, Boy Scouts of America	*Troop 102*

Skills

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