ETHAN HALL

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SUMMARY

Developed several large software projects, both independently and professionally. These projects include games, full stack web applications, a Java application that morphs between two images, and more. Seeking to use the skills learned while making these projects to develop excellent software.

WORK EXPERIENCE

Dev 10, Software Developer   *August, 2022 to May, 2023*

- Went through a three-month training period and worked together with other trainees to deliver a finished final project.
- Developed several full stack applications, mostly using Spring Boot and React. Also learned how to create effective unit tests and follow test-driven development methodology.
- After training, made use of Udemy to expand and refine software development skillset.

PROFESSIONAL PROJECTS

- *Jailbreak, Game:* A combination of resource management and text adventure. A web application that utilized a React frontend, Java backend, and MySQL database to store information such as game state and login information.

SCHOOL AND PERSONAL PROJECTS

- *Spell Sculptor, Game:* A game developed in an independent study that spanned Fall semester, 2021 and Spring semester, 2022. A turn-based dungeon crawl in which the player explores, fights monsters, and finds new components that they can craft into powerful and unique spells. Developed in Unity game engine with C#. Released on Itch.io.
- *Image Morphing Application:* A Java program that morphs smoothly between two images. The user can manipulate a grid of points, increasing how many points are in the grid or moving them. Then, the first image morphs into the second one.

SKILLS

- Highly Confident:
  - C#
  - Java
  - React
- Confident:
  - Spring Boot
  - JavaScript
  - CSS
  - Unit Testing

EDUCATION

University of Kentucky in Lexington, KY   Graduated: May 2022

Bachelor of Science in Computer Science   UK GPA: 3.46