

Ethan Rule

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Education

Washington State University	Pullman, WA
<i>Bachelor of Science in Computer Science, GPA 3.4</i>	Aug 2020 - Dec 2024
Relevant Coursework - OOP Software Principles, Systems Programming C/C++, Parallel Computing in C	
Computer Architecture, Advanced Data Structures C/C++, 3D Digital Animation, Linear Algebra.	

Projects

Database Engine - Rust GitHub	Apr 2025 - Sep 2025
<ul style="list-style-type: none">Built a database engine with B-Tree storage, BSON serialization, and an LRU cache.Wrote property tests to discover bugs from type casts such as f32 to f64 and cases like i64 to i32.Implemented custom file system paging and idiomatic Rust error handling (fewer unwraps).Designed custom display traits for error handling to assist in narrowing down errors from unique database parts.	
CPU Process Scheduler - C GitHub	
Oct 2023 - Nov 2023	

Rudarz.com - Founder Typescript Website	Aug 2023 - Present
<ul style="list-style-type: none">Built a SaaS (Next.js, Node.js, PostgreSQL, and Stripe), generating \$5,000+ revenue from 300+ paying customers. Utilized by tens of thousands of players to secure higher ratings in World of Warcraft.Automated sales with authentication using Google OAuth and payments using Stripe + PostgreSQL.Deployed GitHub repository on Vercel to utilize their automatic CI/CD and PostgreSQL platform.Modularized React components to prevent repeating the same code on multiple pages/components.	

Technical Skills

Systems Programming + Game Development: C/C++, Rust.

Web Development: Typescript, Javascript, React, Next.js, Tailwind CSS.

Other Languages: Python, C#, Kotlin.

Platforms & Tools: Git, PostgreSQL, MongoDB, Vercel, AWS, Unreal Engine.

Technical Interests

Game engine development, systems programming, and database internals. 10-year competitive World of Warcraft player with multiple tournament top 8 finishes and #1 ladder rankings.