ETHAN **VOSBURG**
COMPUTER ENGINEER

916 300 9089 ethan@vosburg.us github.com/EthanV1920 Cal Poly SLO

PROFILE

As a passionate and self motivated learner, I move mountains to make sure goals are met and completed to a standard far above the rest. I constantly look for ways to make processes smoother and easier for all people involved and use my technical expertise to help others in a myriad of ways. I am looking to become a stand out intern in a workplace and provide invaluable problem solving skills.

EDUCATION

ASSOCIATES IN ENGINEERING | SIERRA COLLEGE

2016 - 2023   GPA: 3.48

Petitioning to be the first high school student to take core classes at a community college, I attended Sierra College from freshman year, earning 5 degrees, including Mathematics, Engineering, and Physics.

COMPUTER ENGINEERING (IN PROGRESS) | CAL POLY SAN LUIS OBISPO

2023 - 2025 (Expected)

SELECTED PROJECTS

LANGUAGE PROCESSING - MATLAB PROGRAMMING

Created an app that integrated OpenAI ChatGPT 3.5 to automatically complete and format a document based on the requirements of the assignment.

CPU CONSTRUCTION - ELECTRONIC CIRCUITS

Designed and constructed a CPU capable of receiving sensor input and performing 8 bit binary addition and subtraction allowing for sensor calibration and consistent output values on segmented displays.

METAL ANALYSIS - MATERIALS SCIENCE

Wrote a MATLAB program that determined trends in material properties by using image processing of spark testing significantly increasing accuracy of results. Also performed ASTM tensile testing on metals.

DATA RECOVERY - SYSTEMS PROGRAMMING IN C

Designed and scripted an efficient data recovery program that scanned a binary file based on data structure specifications, enabling the recovery of information from a corrupt file.

WORK EXPERIENCE

VOSBURG PRODUCTIONS | OWNER/MANAGER

2018 - Present

Founded a company in 2018 with one client learning the value of good work and attention to detail. Since then, I have worked with Costco, Western States Trail Foundation, HOKA, and other companies producing video content while managing budgets, teams, and subcontractors.

BAYSIDE COVENANT CHURCH | VIDEO ENGINEERING

2020 - 2023

Produced a weekly video series for a year and a half without missing an upload. Transitioned into a video engineering role, excelling in tasks such as editing, animation, and configuring a diverse array of technical equipment with a strong emphasis on optimizing efficiency.

EXTRACURRICULARS

- Research and Design Personal Projects
- Bi-literacy in Spanish
- Climbed Southwest Face of Half Dome in Yosemite
- Captain of High School Tennis Team

SKILLS

- Coding (Java, Python, C, Matlab, LaTeX)
- 3D Printing (SketchUp, Fusion 360)
- Linux (Ubuntu, Fedora, Kali, Parrot)
- Adobe Products (After Effects, Graphics)
- Network/IT
- Teamwork
- Managing High Stress Work
- Video Production

PROFESSIONAL WORK

REMOTE LIVE STREAMING

Co-led an exceptional team to execute a budget-conscious live stream under resource and connectivity constraints achieving a remarkable 30-hour broadcast, captivating 500,000 viewers across 103 countries.

STUDIO INITIATION

Collaborated with leadership to design comprehensive film sets using SketchUp and led their construction. Additionally, designed network frameworks and tailored surveillance and data management solutions.

PERSONAL PROJECTS

LINUX ON EVERYTHING

Developed a passion for installing and configuring Linux on any computer and using them as daily computers. From Chromebooks to Surfaces, I am constantly looking for the next device to run Linux on.

WORK FLOW AUTOMATIONS

Identified repetitive tasks in my life and developed programs and workflows to streamline these tasks. One that stands out is integrating push notifications in to DaVinci Resolve to better monitor renders.