

Ethan Hodges

Software Engineer

Twin Falls, Idaho (208) 731-2014 ethanhodges5252@gmail.com www.linkedin.com/in/ethanhodges52 <https://ethanhodges.netlify.app>

Summary

Experienced software engineer with a strong background in full-stack development, AI integration, and game design. Proficient in a wide range of programming languages including C++, Python, Java, and JavaScript, alongside machine learning frameworks such as PyTorch and TensorFlow. Demonstrated expertise in delivering high-quality projects from game development to AI-driven web applications. Adept at collaborating across teams, leading projects, and providing tailored solutions for diverse client needs.

Skills

- | | | | |
|--------------------|--------------|--------------|----------------------------|
| • C++ | • JavaScript | • Python | • Git |
| • Java | • PHP | • HTML & CSS | • Word & Excel |
| • C# | • TypeScript | • SQL | • Spanish (Conversational) |
| • Machine Learning | • PyTorch | • TensorFlow | • GDScript |

Projects

In the Shadow of Stars

- Ranked in the top 20% of thousands of submissions in a two-week game jam, with top 10% in several categories.
- Delivered a polished gameplay experience with crafting systems, inventory management, and survival mechanics.

AI-Integrated Control Panel Design Web App (Internship)

- Led team of interns in development of a control panel design application for electrical engineers, enriched with AI integration.
- Facilitated seamless collaboration and ensured alignment with project objectives and industry regulations.

AI Integrated Email Manager Web App (Senior Project)

- Developed a web application integrating Gmail API, OpenAI API, and a proprietary spam detection model, streamlining email management.
- Received interest from a local design and construction firm for further enhancements.

Game Development with Godot

- Created classic games like Pong, Jetpack Joyride, Flappy Bird, Space Invaders, and Asteroids using Godot engine.
- Demonstrated expertise in GDScript, UI/UX design, sprite animation, and sound integration.

Work Experience

Research and Business Development Center

Team Lead

— Rexburg, Idaho
April 2023 – July 2023

- Led a team of six interns in developing a cutting-edge web application with AI functionalities.
- Delivered the project successfully, exceeding client expectations through enhanced codebase integration.

Meg Construction

Web Developer

— Twin Falls, Idaho
May 2024 – Present

- Developed and refined web pages to enhance Meg Construction's digital presence, ensuring alignment with client vision.
- Coordinated with third-party companies for asset integration, delivering customized, visually compelling, and functional web solutions.

Pedersen Whitehead & Hanby

AI Integration Consultant

— Twin Falls, Idaho
May 2024 – Present

- Streamlined legal workflows by integrating AI technologies, enhancing productivity and client service.
- Provided tailored AI training to legal professionals, ensuring seamless adoption of tools like Copilot and Microsoft 365.

DataAnnotation

AI Model Trainer (Contract)

— Remote
June 2024 – Present

- Trained AI models through meticulous data annotation, applying knowledge across multiple coding languages.
- Demonstrated exceptional time management and attention to detail in a remote work environment.

Academic Support Center

Call / Email Specialist

— Rexburg, Idaho
December 2021 – December 2023

- Managed high volumes of daily interactions, consistently surpassing email engagement targets by 300%.
- Provided expert assistance across diverse academic queries, ensuring timely resolution and satisfaction.

Education

Brigham Young University-Idaho

Bachelor of Science in Software Engineering

Rexburg, Idaho
September 2019 – December 2023

Brigham Young University-Idaho

Associate of Arts in English

Rexburg, Idaho
September 2019 – December 2023