# Ethan Van Deusen

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## CO-OP EXPERIENCE

**Prodigy, Loveland, OH—** *Software Co-Op*          January 2024 - August 2024
- Developed software for low-level device drivers, including GPIO, UART, and I2C
- Managed software for real-time systems, including scheduling, synchronization, and communication protocols
- Created comprehensive technical documentation for embedded systems projects, including design specifications, user manuals

**Mubea, Florence KY—** *Information Technology Support Intern*          August 2022 - January 2023
- Troubleshoot different types of Lenovo machines both in the office and on the factory floor
- Trained colleagues on the correct way to use different types of Microsoft software
- Maintained active directory user accounts for both in person and remote employees worldwide

**FIS, Cincinnati, OH—** *Technology Innovation Development Intern*          January 2022 - May 2022
- Created mobile app features on a team such as real time stock graphs from API calls
- Utilized HTML and SCSS to design UI/UX components
- Generated cohesive presentations to showcase work to a larger corporate audience

**Tim Hortons, Dublin, OH—** *Shift Manager*          July 2017 - August 2021
- Supervised shifts and oversaw a team of 2-5 staff members
- Developed monthly schedules and assignments for staff

## RELEVANT EXPERIENCE

- JavaScript
- HTML
- C/C++
- QML
- Python
- Cloud Security Framework Certification

## Project Sought

The two main areas that I would want to focus on for my project would be Game Design or Computer Vision, I have experience with both from my Co-ops and would like to continue learning more about both. My game Design knowledge is self taught and much less technical so I am leaning towards computer vision as I already have some ideas for a project. However I would still be interested in a game design project.

**Available for Co-op Summer 2024**