

Ethan Biswurm

ebiswurm@gmail.com ❖ (437) 228-5689 ❖ [LinkedIn](#)

WORK EXPERIENCE

Western University

Proctor of Accommodated Exams

Sep. 2024 – Present

London, ON

London Game Jam (LoJam)

Organizer

September 2022 – Present

London, ON

- Arranged logistics for accommodating +100 attendees for week long event
- Directed promotions: coordinating social media, websites, and photography, increasing attendance by 75%
- Cultivated event offerings to include workshops facilitate online participation, expanded developer relations

University Students' Council at Western University

VP Governance & Finance (CFO)

May 2022 – May 2023

London, ON

- Budgeted \$10 million for operation of café, restaurant, production teams, and student services
- Chaired \$9 million trust fund to manage 32,000+ students health and dental insurance
- Audited 95,000+ sqft of student space usage and storage to optimize student utilization
- Revitalized office space in renovation into clubs space, focusing on social and multimedia events
- Conceptualized and implemented new organizational chart for executive leads of corporation
- Overhauled corporate policy book, amending 50+ policies.

EDUCATION

Western University

BSc, Computer Science GPA: 3.2

Relevant Coursework: *Algorithms, Data Structures, OOP,*

A.I., Operating Systems, Graphics, Networks, HCI

April 2024

London, ON

PROJECTS

Smart Mirror

Built over mirror interface, implemented with Java on Raspberry Pi based on HCI principles. Emphasized usability and UX design. Data fetching via weather and location APIs.

2021 Computer Science Dept. Rep.

2019-2020

Lobbied dept. professors to incorporate real world case studies into their lectures. Utilized student opinion to improve lecture content further through regular polls and communication.

Deforest City

Designed an AR video game for thesis project. Incorporating an interactive art experience, the Unity game superimposes flora over natural surroundings and responds to inputs to show positive impacts on current ecosystem.

2022 Management App for

2020

Boys & Girls Club Charity

Developed a web and mobile app that streamlined volunteer coordination. Programmed client facing mobile app using UX design principles in Node.js. Assembled backend web app in Google Firebase.

SKILLSET

Languages: Python, JavaScript, Java, C, C#, HTML, CSS, XML, JSON, Bash

Spoken Languages: English, German, Chinese

Engines: GameMaker Studio (GML), Unity, Unreal 5, Pico-8, Godot

Skills: Graphic/Video Editing, 3D Modeling, Stage Management, Hardware Prototyping, Technical Writing

Technologies: Google Firebase, MongoDB, Git, Postman, Node.js, React, R, SQLite

Tools: VS Code, PyCharm, Atom, Eclipse, Figma, Webflow, WordPress, Blender, AutoCAD, Visual Studio

Platforms: Jira, Bitbucket, Trello, Shortcut, GitHub

ABOUT ME

Interests: Video Games , Climbing, Lockpicking, Photography, New Media, Tech Refurbishment, DIY Technology, Thrifting, Woodworking, 3D Printing, Trading Card Games, Sculpture