

Ethan Druskat

PROJECTS

Bookface – a Facebook-inspired single page web app [Live](#) | [Github](#)

- Used efficient React-Redux cycles for login/signup, creating posts, adding pictures, and more resulting in real-time responsive user interface.
- Implemented effective SQL querying to minimize hits to the backend database.
- Utilized AWS to store user images in the cloud to optimize application speed.

Uncle Spinney Dervish a game made with JavaScript using Canvas [Live](#) | [Github](#)

- Applied Algebra and Geometry for circular procession around a fixed center.
- Implemented breadth-first search algorithms to properly pop bubbles.

Rocket League Bot [Github](#)

- A build from the ground up of the AI bot in the popular game Rocket League.
- Built with a partner actively using git to improve workflow and communication.
- Complex algorithms and game knowledge used to make the bot as intelligent as possible.

SKILLS

Ruby | Ruby on Rails | Rspec | JavaScript | Python | React | Redux | SQL | Git | HTML | CSS

EDUCATION

App Academy

July 2018 – October 2018

- Rigorous 1000-hour software development program with < 3% acceptance rate.

Colby College, Waterville, ME – BA in Physics

September 2012 – May 2016 (3.6 GPA)

- Senior research project: A Diode Laser Probe for Measuring the Density of Cold Rubidium Atoms.
 - Designed and carried out experiment using a single-frequency laser to measure the number of atoms held at the center of the atom trap.
- Conference 100m dash champion and team leader with varsity track and field team.

WORK EXPERIENCE

Fastenal, Dover, NH – Sales Associate

November 2017 – July 2018

- Helped build positive relationships with clients to earn repeat customers.

DEKA Research & Development, Manchester, NH – Quality Test Technician

November 2016 – June 2017

- Performed precise tests on advanced medical equipment to ensure functionality.
- Adhered to strict communication standards to maximize clarity in a fast paced work environment.