Ethan James Eddy

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Education:

September 2016 – April 2021	Bachelor of Science in Software Engineering
	University of New Brunswick
	Cumulative GPA: 4.2 / 4.3
September 2021 – Present	Master of Science in Electrical Engineering
	University of New Brunswick
	Cumulative GPA: 4.3 / 4.3

Work Experience:

May 2021 – August 2021   **Research Assistant – HCI Lab UNB** – Fredericton, NB

- Developed a video game to assist adolescents with Cystic Fibrosis.
- Primary tasks were C# development in Unity and technical research/writing for CHI Play 2021 conference paper.

May 2020 – August 2020   **Software Developer - IBM Canada** – Fredericton, NB

- Defect fixes and feature enhancements using Java, Bash, and Python.
- Web development using React to create an ease-of-use application.

January 2019 – August 2019   **Software Developer - IBM Canada** – Fredericton, NB

- Defect fixes and feature enhancements using Rust, Go, Groovy and Bash.
- Integral part of the rewrite of a Linux system command line interface tool from Go to Rust.

June 2018 – August 2018   **Department of Transportation - GNB** – Fredericton, NB

- Developed excel macros using VBA to improve processes.

- Participated and helped in improving processes for different government teams.

January 2018 – April 2018   **Quality Engineer** - **IBM Canada** – Fredericton, NB

- Developed and implemented tests for new defect fixes and features.
- Automation testing using Geb and Groovy.

Volunteer Experience:

September 2020 – Present   **VP Operations of Diversity Within Engineering**

September 2019 – Present   **Engineering Peer Mentor**

September 2016 – February 2020   **YCBC Competitive Basketball Coach**

September 2017 – April 2018   **VP Outreach for UNB Robotics Competition**

Teaching Assistant Positions:

Winter 2022   **Software Design Fundamentals** – ECE4403

Fall 2020 – Winter 2022   **Senior Design Project –** ENGG4000

Winter 2019, 2020 & 2021   **Software Quality and Project Management –** SWE4103

Fall 2018   **Electric Circuits and Electronics –** ECE2701

Awards:

- Best Game – CHI Play 2021 | Student Game Design Competition
    - Publication: "Percussion Hero: A Chest Physical Therapy Game for People with Cystic Fibrosis and their Caregivers"
- Canada Graduate Scholarships – Master's NSERC Award Winner 2021
- David MacNeil Prize 2020
    - Awarded to the top Software Engineering capstone design project for the engineering department at UNB.
    - Project: SafeRide iOS application.

Technical Skills

Python, Java, C#, Machine Learning, Time Series Analysis, Web Development, Automation