

Ethan Jaffee

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EDUCATION

University of Maryland

- Bachelor of Science in Computer Science
- Minor in Spanish

Expected May 2023

WORK

Software Engineering Intern

January 2020 - Present

Phillips Virtual Culture Laboratory

- Created virtual and augmented reality applications designed to better the museum experience, specifically for The Phillips Collection in Washington, D.C.
- Developed cross-platform technologies using C# in Unity and Visual Studio, and Java in Android Studio
- Used Vuforia Augmented Reality SDK that allows devices to scan, recognize, and analyze art pieces using computer vision
- Researched future direction for technology use in museums and in art education

COMMUNITY INVOLVEMENT

Bitcamp

December 2019 - Present

- Organizer for Bitcamp, a 1300+ person collegiate hackathon
- Developed branding, theme, and direction for the event
- Worked with a budget of over 100 thousand dollars

Campus Tour Guide

December 2019 - Present

- Provide several tours to prospective and incoming students
- Represent the university in a professional manner

PROJECTS

Employee-Manager Software

- Uses inheritance, abstract and subclasses to maintain employee records such as wage, hours worked, and commission

Essay Word-Frequency Counter

- Takes in text files and returns words with the most occurrences
- Uses threads to read multiple text files concurrently

PROGRAMING LANGUAGES

- Skilled in Java, C
- Experience in C#, HTML/CSS