Ethan David P. Rayala

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EDUCATION

University of North Carolina at Chapel Hill – Chapel Hill, NC May 2024
Bachelor's in computer science
Pre-Information Science

- GPA 3.717

EXPERIENCE

Cha House – Chapel Hill, NC November 2019 - August 2021
Supervisor

- Maintained high standards of customer service during high-volume, fast-paced operations
- Communicated clearly and positively with coworkers and management
- Served and completed over 300 orders on most days of operation
- Mastered point-of-service (POS) computer system for automated order taking
- Trained new staff on how to make 50 different drinks on the menu
- Built loyal clientele through friendly interactions and consistent appreciations
- Cross-trained and coordinated scheduling with team members to ensure seamless service

LEADERSHIP

September 2016 - June 2020

Titanium Tigers FRC Team 4829 – Chapel Hill, NC
Team Captain, Mechanical Team Project Leader

- Managed team operations to design, build and construct a 120-pound robot in under 6 weeks as Team Captain
- Trained new team members on how to safely operate machinery
- Instructed team members on how to communicate with programming and electrical team to stay on schedule
- Oversaw mechanical team operations to make sure all mechanical projects stayed on schedule
- Delegated different mechanical projects to different groups to build over 10 different mechanisms in under 6 weeks

Projects

Personal Website - https://erayala15.github.io/my-page-css/

- Learned basic html and CSS applications to make an aesthetically pleasing web page
- Designed webpage to be easily viewable on mobile and desktop devices

Space Mania iOS Game

- Created a game where the user moves a spaceship horizontally to destroy oncoming enemies
- Built in XCode with Swift and SpriteKit library to implement physics
- Used different game scenes for different screens in the game

Weather Stats Project

- Practice processing a real-world dataset stored in a CSV format utilizing data type conversions and data filtering
- Experience writing a command-line interface program with arguments
- Confront a program with opportunities to structure it in ways to minimize redundancy
- Learn how to navigate a public repository to acquire a data set (NOAA)

Coursework

Data Structures and Algorithms

- Learned how to organize the data used in computer programs so that manipulation of that data can be done efficiently on large problems and large data instances

System Fundamentals

- Bridged the gap between knowledge of a high-level programming language and computer organization
- Taught how to use containers such as Docker to deliver software

Foundations of Programming

- Taught how to reason about how their code is structured, identify whether a given structure is effective in a given context, and look at ways of organizing units of code that support larger programs
- Gained experience writing unit tests specifically with JUnit