ETHAN MOYER

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Education

The Pennsylvania State University University Park, PA
Bachelors of Science in Computer Science Aug. 2020 - May 2024
Minor in Japanese Language
Cumulative GPA: 3.98/4.00
Dean's List: Fall 2020, Spring 2021, Fall 2021, Spring 2022, Fall 2022,

Experience

Learning Assistant May 2022 - Aug. 2022
The Pennsylvania State University *University Park, PA*

- Worked with two professors as a learning assistant for an introductory computer science course of around 100 students (CMPSC 101)
- Graded student's Python programming projects and assignments
- Assisted students via email and virtual meetings on Zoom

Projects

Small Fighter Apr. 2022 - Aug. 2022

- Developed a two player fighting game with the Unity game engine and C#
- Implemented an input buffer to execute different actions depending on the player's sequence of inputs
- Created a system to read actions from serialized objects while executing character movements, animations, and performing collision detections on each frame

JBOD Controller Feb. 2022 - Apr. 2022

- Wrote code in C to control a JBOD (Just a Bunch of Disks) array across a network
- Implemented functions to read and write arbitrary amounts of bytes to and from disks
- Implemented a cache to improve read/write performance

FPS Demo Apr. 2021 - Sep. 2021

- Developed a four player local-multiplayer first person shooter
- Utilized the Unity game engine and wrote scripts in C#
- Implemented the state machine pattern for player-character actions and a system to correctly play audio for multiple players simultaneously

Technical Skills

Languages: Python, C#, Java, C/C++, JavaScript, HTML/CSS
Frameworks/Engines: Unity, Godot, 11ty, Node.js, Bulma
Development Tools: Git, Visual Studio, VS Code, NetBeans

Relevant Coursework

MATH 220: Matrices
MATH 230: Calculus and Vector Analysis
CMPSC 311: Introduction to Systems Programming
CMPSC 465: Data Structures and Algorithms