

ETHAN WILLIAMS

Software Engineer

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EDUCATION

The University of Texas at Austin

August 2016 - December 2020

BS Computer Science, Overall GPA: 3.84

Austin, TX

Coursework

- Data Structures
 - Cloud Computing
 - Network Security
 - NLP
 - Operating Systems
 - Security
 - 2D Game Capstone
 - Graphics
 - Computer Architecture
 - Computer Networks
 - Discrete Mathematics
 - Algorithms and Complexity
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SKILLS

Frameworks, Tools, and Systems

Programming Languages

- Proficient in: Node.js, jQuery, .NET, AWS, Serverless, Docker, Kubernetes, Linux, Unity, GameMaker Studio 2
 - Proficient in: JavaScript, Python, C#, Java, C++
 - Experience with: C, SQL
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WORK EXPERIENCE

Trend Micro – Software Intern, Austin, TX

June 2020 - August 2020

- Built system to provide automated customer support expertise for frequent client device issues
- Designed and implemented AWS Lambda state machines and AWS Athena queries to automatically retrieve and analyze health check data from device reports uploaded to S3

SnapStream – Software Intern, Houston, TX

May 2019 - August 2019

- Addressed major usability issue with new customer-controlled filtering feature
 - Rebuilt product notification system to significantly increase customer control over notifications
 - Developed tool to automatically update customer records in third-party database
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PROJECTS

Don't Roast, 2D Game Dev Capstone – Unity, C#

- Worked in team of 7 to develop 2D boss fighter
- Programmed finite state machine-based boss AI

Audemos – audemos.space – AWS (S3, Lambda), Serverless, JavaScript, HTML

- Built audio sharing website with temporary file storage and audio playing capabilities
- Hosted on AWS S3, uses Serverless framework for AWS Lambda backend