

ETHAN WILLIAMS

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EDUCATION

The University of Texas at Austin

August 2016 - May 2021

BS Computer Science

Austin, TX

- Overall GPA: 3.82

Coursework

- | | | | |
|-------------------------|---------------------|------------------------|-----------------------------|
| • Data Structures | • Cloud Computing | • Network Security | • Probability |
| • Computer Architecture | • Security | • 2D Game Dev Capstone | • Linear Algebra |
| • Operating Systems | • Computer Networks | • Discrete Mathematics | • Algorithms and Complexity |

EXPERIENCE

SnapStream – Software Intern, Houston, TX

May 2019 - August 2019

- Addressed major product UI clutter 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

PROJECTS

Audemos – <https://audemos.space/> – AWS (S3, Lambda), Serverless, JavaScript

- Built an audio sharing website with temporary file storage and audio playing capabilities where a user can upload a file and share a link for other users to listen and download

Super Sergio Bros – Ogre 3D Graphics Engine with Bullet Physics, C++

- Worked in team to develop first person shooter/platformer with enemy AI using flocking-esque squads and A* pathfinding
- Player collects powerups and must complete several unique challenge-themed levels

Ocean Game – Game Maker Studio, GML

- Built ocean wave simulator using fragment shader
- Using finite state machine-based player control and AI, AI follows hierarchical structure where higher ranks order lower ranks' actions, AI uses platform-based A* to navigate

SKILLS

Programming Languages

- Proficient in: Java, JavaScript, C, C++, C#
- Experience with: Python, SQL

Frameworks and Systems

- Proficient in: Linux, JQuery, .Net, Serverless, GameMaker Studio, Unity
- Experience with: Docker, Kubernetes