ETHAN WILLIAMS
Software Engineer, Composer

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Portfolio: https://ethan555.github.io/

EDUCATION

The University of Texas at Austin
August 2016 - May 2021

BS Computer Science
Austin, TX

- Overall GPA: 3.82

Coursework

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

SKILLS

Frameworks, Tools, and Systems

- Proficient in: Unity, Reaper, GameMaker Studio 2, Linux, JQuery, .Net, Serverless
- Experience with: Docker, Kubernetes

Programming Languages

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

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

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

- Worked in team to develop 3D first person shooter/platformer
- Built enemy AI using flocking-esque squads and A* pathfinding

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

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

Ocean Game – Game Maker Studio, GML

- Built ocean wave simulator using fragment shader
- Programmed finite state machine-based player control and AI