

# Ethan Catania

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[ethancatania \(Ethan Catania\) \(github.com\)](#)

[Revature AI Enabled Full Stack .NET Developer Portfolio](#)

## EDUCATION & SKILLS

Worcester Polytechnic Institute (WPI), Worcester, MA

Bachelor of Science in Computer Science With Distinction GPA 3.4/4.0

May 2024

**Languages:** Java, Python, JavaScript, C++, C, C#, TypeScript, SQL, HTML, CSS, and Assembly

**Development Tools:** IntelliJ IDE, Eclipse IDE, Git, WebStorm IDE, Visual Studio Code, GNU Debugger, Glitch, JUnit, MongoDB, NodeJS, ReactJS, Javalin, Spring, Docker, Express and Entity Framework

## WORK EXPERIENCE

AI Enabled Full Stack .NET Developer, Revature, Remote

December 2024-February 2025

Attended a 3 month daily training course which consisted of 4 major projects both individually and in teams, weekly assessments, mock interviews, and coding challenges.

- Created two full stack applications utilizing .Net/C#/Entity Framework/SQL backend and React/CSS/HTML/JavaScript frontend. Applications were both locally-hosted and cloud-hosted.
- Applied workplace DevOps strategies such as Dockerizing applications, CI/CD with GitHub Actions, and the Agile Methodology with GitHub Projects.

## RELATED PROJECTS

### Major Qualifying Project (MQP)

Zero-th Annual Martin Gardner Exploration WPI, Worcester, MA

August 2023-April 2024

- Analyzed existing game of 2048 (and adaptations of such) to devise heuristics and strategies in pursuit of an autonomous agent to solve and create appealing phenomena.
- Diagnosed the problem of generating a vast collection of correct data and applied combinations of existing strategies and observed methods to approach robustness.
- Provided a SharePoint website that contains our process and development of an application to showcase our version of the game, as well as a written report and final presentation to showcase the progress made from weekly meetings with our advisor and other group members.

### Interactive Qualifying Project (IQP)

Physically Active Youth Digital Citizenship Curriculum, Windhoek, Namibia

March 2023-May 2023

- Designed and implemented a digital literacy curriculum in a four-person team for the Physically Active Youth (PAY) after-school program to acclimate students to a foreign digital environment.
- Conducted interviews and participated in observations both in the classroom and in the community to evaluate curriculum metrics.
- Overcame troubles with internet connection and engagement among students by incorporating more hands-on learning and planned hiatuses for engaging activities.
- Provided six units with lesson plans, lecture slides, included activities, and extra materials for each, as well as a final written report and a presentation to our project advisors and sponsors.

**Application aided by Brigham & Women's Hospital**, WPI, Worcester, MA,

March 2022-May 2022

- Conducted user research, created surveys, and conducted interviews to gather software requirements and created user stories, scenarios, and storyboards to inform software design.
- Managed project tasks and coordinated efforts in an eleven-person team to create a finalized application to handle service requests in a hospital environment.