

PROFILE

Surprising as it may be, I have always admired the coding process. I started creating complex conditionals in Excel for my greenhouse businesses in high school, and since writing my first 'Hello World' program I knew I would flourish in software development. I discovered how I enjoy thinking through every step, using logic and problem solving skills within a set of guidelines fits my personality well.

ETHAN JOHNSRUD

SOFTWARE DEVELOPER

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Duluth, Minnesota

PROFICIENT SKILLS

- ◆ Object-Oriented Programming
- ◆ Agile Scrum
- ◆ React
- ◆ JavaScript
- ◆ Java
- ◆ HTML & CSS

DEVELOPING SKILLS

- ◆ Unix Terminal
- ◆ GitHub
- ◆ CSS
- ◆ Express
- ◆ Node JS
- ◆ Socket.IO

AWARDS

- ◆ Eagle Rank – BSA
- ◆ FIRST Robotics State Competitors
- ◆ National Honor Society
- ◆ UMD Dean's List

EXPERIENCE

Concept Environment

A collaborative place where ideas can be developed and explored. Multiple users are can join different sessions and create a mind tree. Starting with an original idea, users can expand and grow with more detailed concepts. Graphically drawing relations providing the needed insight for new innovation.

- ◆ React JS
- ◆ Socket.IO
- ◆ Express
- ◆ HTML
- ◆ JavaScript
- ◆ CSS

Meal Planner

Designed connected lists of shared objects (Meals) in the form of a Catalog, a Menu, and Ingredients. Interactive GUI to add/remove/edit Meals. Matches ingredients and exports to a formatted file. Includes recommendations based on popularity and frequency ranking algorithm.

- ◆ Java
- ◆ JavaFx
- ◆ GUI
- ◆ Lists
- ◆ CSV Import & Export

Farmer Wolf Goat Cabbage Puzzle

Created an application to solve the classic Microsoft Problem. Developed a universal Framework of abstract interfaces and concrete classes that could be applied to multiple games. Implemented an interactive GUI and solver using Depth-First, Breadth-First, and A-Star graph-search algorithms.

- ◆ Java
- ◆ JavaFx
- ◆ Frameworks
- ◆ Graph-Search AI Atomization

Pac-Man Game

Implemented the classic Pac-Man game incorporating complex conditionals for game modes, difficulties, and command hierocracies. Developed an AI algorithm and that could have multiple instantiations while operating independently. Handled logic exceptions of game play especially in path-finding challenges.

- ◆ C++
- ◆ AI Calculations and Analysis
- ◆ Logic & Syntax Exception Handling

EMPLOYMENT

FASETTO

Software Developer

October, 2019 - April, 2020

EDUCATION

University of Minnesota Duluth

GPA: 3.46

Graduation: 2020

Major: Computer Science B. S.

Minor: Finance in Business

Faribault High School

GPA: 3.99

Graduation: 2017

REFERENCES

Parnell Lutz	Fasetto CIO	1-218-428-1706
Matthew Kleven	Fasetto Mentor	1-651-315-4217
Jodi Chambers	Hotel General Manager	1-218-628-2241