Ethan Low

Software Engineer

Location San Lorenzo, CA **Phone** (415) 680-0928

E-mail ethanlow223@yahoo.com Site ethanlow23.github.io

Objective

Highly motivated, goal oriented, and quick learner looking to gain experience as a software engineer. I am constantly trying to get better and learn new skills. I want to contribute my knowledge, while also continuing to learn and grow as a person and a professional

Projects

2018-19 NFL Pick'em View on GitHub

- Pick the winners of every game for the entire 2018-19 NFL season. Create groups and compete with friends to see who finishes with most points

Travel Guide View on GitHub

- Find popular spots to go to wherever you are in the world. Want a place to eat or somewhere with a view? Find places specifically for food or outdoors. Get the ratings and reviews from others before making a decision

Education

Coding Dojo San Jose, February 2018 – June 2018

- Certificate of Achievement
- 14-week onsite bootcamp learning three full stack languages. Focus on web development with Python, Ruby, and JavaScript. Utilized web frameworks Django, Rails, and the MEAN stack. Learned how to build web applications with different languages and frameworks

San Jose State University, August 2009 - December 2014

- Bachelor of Science in Justice Studies
- Dean's Scholar

Skills

Technical

- Python
- Ruby
- JavaScript
- Django
- · Ruby on Rails

- MEAN
- Flask
- MySQL
- PostgreSQL
- SQLite

- Mongoose
- HTML & CSS
- Socket.io
- Amazon Web Services
- Git and GitHub

Other/Misc.

- Proficient in Linux, Microsoft Office
- Excellent interpersonal skills, ability to lead and work well with other people

Work History

Amazon Fulfillment Center – August 2016 to April 2018

Sortation Associate

Process and organize orders made with Amazon

Forty Niners Stadium Management Company - April 2015 to Present

Usher

• Guide and inform guests about the stadium

Record Clearance Project – January 2014 to February 2015

Intern

- Guide clients through the expungement process
- Inform potential clients about expungement in Speed Screening events