

Ethan McAllister

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EDUCATION

Utah State University Logan, UT
B.Sc. in Computer Science, Minor in MIS Aug. 2022 – Dec. 2026

Utah State University Logan, UT
Associate of Science, General Aug. 2022 – Dec. 2023

EXPERIENCE

Venue Operations Team Leader II June 2024 – Present
Utah State University Logan, UT

- Full time position, leading a crew of 10 employees in preparing Utah State University's venues for sporting events.
- Venues include Dee Glen Smith Spectrum, Maverik Stadium, Wayne Estes Center, Stan Laub Indoor Training Center, LaRee and LeGran Johnson Softball Field, and Chuck and Gloria Bell Soccer Field.
- Skills: Collaborative Problem Solving · Personnel Management · Team Leadership · Communication

Venue Operations Rep July 2022 - Feb. 2024
Utah State University Logan UT

- Full time position: Attention to Detail · Team Player · Conflict Resolution · Listening Skills

CERTIFICATIONS

Georgia Institute of Technology Atlanta, GA
Introduction to Object-Oriented Programming with Java – Professional Certificate June 2024

CompTIA Downers Grove, IL
A+ Certification Aug. 2023

PROJECTS

Resume Website | *UI/UX Design Principles, HTML, CSS, JavaScript, Git/GitHub* Jan 2024 – Present

- URL: [Portfolio - Ethan McAllister](#)
- Applied important principles of UI/UX design in creating a resume website.
- Utilized HTML/CSS to create a highly functional web page, styled using UI/UX Principles.
- Utilized Git with Github for version control and collaboration.

Crypto Arbitrage Trader | *Python, Graphs, JSON, Web APIs, Git/Github* Aug 2023 – Present

- Developed an algo-trading application that retrieves daily crypto exchange rates from a web API, calculates arbitrage opportunity using graphs, and buys/sells crypto currencies using the Alpaca API.
- Retrieved JSON data from Web API to collect updated currency exchange rates.
- Utilized various data structures including leveraging graphs to calculate currency exchange paths out of equilibrium.
- Object-Oriented/Procedural Python programming.
- Wrote, debugged, and deployed code using the AWS Cloud9 development environment. Used Crontab to schedule program to run weekdays at 9:00am.

Tron Style Video Game | *Python, Pygame, Object Oriented Programming, Git/GitHub* April 2024 – Present

- Utilized principles of Classes/Objects to create a 2-dimensional grid, as well as players to traverse the grid.
- Implemented advanced looping and conditional statements to account for every possible scenario.
- Worked with files including rotating images and audio in order to display and create a great gaming interface for interaction with the user.
- Implemented python libraries including pygame for game creation, and OS, used for interacting with the Operating System

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, HTML/CSS, SQL

Frameworks: Node.js, React.js, Angular

Developer Tools: Git, GitHub, GitLab, AWS Cloud, VS Code, PyCharm

Libraries: NetworkX, Pandas, NumPy, AWS SDK