

# Ethan McAllister

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## EDUCATION

<b>Utah State University</b> <i>Bachelor of Science in Computer Science, Minor in Management Information Systems</i>	Logan, UT Aug. 2022 – Dec. 2026
<b>Utah State University</b> <i>Associate of Science, General</i>	Logan, UT Aug. 2022 – May 2024

## EXPERIENCE

<b>Venue Operations Team Leader II</b> <i>Utah State University</i>	Feb. 2024 – Present Logan, UT
<ul style="list-style-type: none"><li>• Full time position, leading a crew of 10 employees in preparing Utah State University's venues for sporting events.</li><li>• 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.</li><li>• Skills: Collaborative Problem Solving · Personnel Management · Team Leadership · Communication</li></ul>	
<b>Venue Operations Rep</b> <i>Utah State University</i>	July 2022 - Feb. 2024 Logan UT
<ul style="list-style-type: none"><li>• Full time position: Attention to Detail · Team Player · Conflict Resolution · Listening Skills</li></ul>	

## CERTIFICATIONS

<b>Georgia Institute of Technology</b> <i>Introduction to Object-Oriented Programming with Java – Professional Certificate</i>	Atlanta, GA June 2024
<b>CompTIA</b> <i>A+ Certification</i>	Downers Grove, IL Aug. 2023

## PROJECTS

<b>Resume Website</b>   <i>UI/UX Design Principles, HTML, CSS, JavaScript, Git/GitHub</i>	Jan 2024 – Present
<ul style="list-style-type: none"><li>• <a href="#">URL: Portfolio - Ethan McAllister</a></li><li>• Applied important principles of UI/UX design in creating a resume website.</li><li>• Utilized HTML/CSS to create a highly functional web page, styled using UI/UX Principles.</li><li>• Utilized Git with Github for version control and collaboration.</li></ul>	
<b>Crypto Arbitrage Trader</b>   <i>Python, JSON, Web APIs</i>	Aug 2023 – Present
<ul style="list-style-type: none"><li>• Developed an algo-trading application that retrieves daily crypto exchange rates from a web API, calculates arbitrage opportunity using graphs.</li><li>• Retrieved JSON data from Web API to collect updated stock prices.</li><li>• Utilized various data structures including JSON files to store stock data.</li><li>• Object-Oriented/Procedural Python programming.</li><li>• Wrote, debugged, and deployed code using the AWS Cloud9 development environment.</li></ul>	
<b>Tron Style Video Game</b>   <i>Python, Pygame, Object Oriented Programming, Git/GitHub</i>	April 2024 – Present
<ul style="list-style-type: none"><li>• Utilized principles of Classes/Objects to create a 2-dimensional grid, as well as players to traverse the grid.</li><li>• Implemented advanced looping and conditional statements to account for every possible scenario.</li><li>• Worked with files including rotating images and audio in order to display and create a great gaming interface for interaction with the user.</li><li>• Implemented python libraries including pygame for game creation, and OS, used for interacting with the Operating System</li></ul>	

## TECHNICAL SKILLS

**Languages:** Java, Python, C/C++, SQL, JavaScript, HTML/CSS  
**Frameworks:** React.js, Node.js, Express.js, Angular  
**Developer Tools:** Git, GitHub, AWS Cloud, VS Code, PyCharm  
**Libraries:** NetworkX, Pandas, NumPy, Pygame, OS, Math, Random.