Ethan McAllister

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EDUCATION

Utah State University

Logan, UT

B.Sc. in Computer Science, Minors in MIS (May 2024), and Business (Aug. 2025)

Aug. 2022 - Dec. 2026

Utah State University

Logan, UT

Associate of Science, General

Aug. 2022 - Dec 2023

Experience

Venue Operations Team Leader II

Feb. 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, Mayerik 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

A + Certification

Georgia Institute of Technology

Atlanta, GA

Introduction to Object-Oriented Programming with Java - Professional Certificate

June 2024

CompTIA

Downers Grove, IL

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, 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.