

# Ethan Meyer

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## SKILLS AND QUALIFICATIONS

**Languages:** C++ (4 years), JavaScript (6 years)

**Technologies:** HTML/CSS, Git, GCP, Cloud IAM, Flutter, SQL, CLI, Linux

**Strengths:** Problem Solving, Team Communication, Adaptability, Leadership

**Certifications:** Google - Associate Cloud Engineer

## EDUCATION

**Bachelor of Science in Computer Science**

Expected June 2022

*Seattle Pacific University, Seattle, WA*

- 3.53 GPA: Dean's List for 8 Quarters
- Coursework: Algorithm Design and Analysis, Applications Programming, Computer Networks, Computer Organization and Assembly Language, Computer Architecture, Concepts of Programming Languages, Database Management, Data Structures, Netcentric Computing, System Design

## TECHNICAL EXPERIENCE

**Computer Science Lab Tutor**

September 2021 – Present

*Engineering and Computer Science Department, Seattle Pacific University, Seattle WA*

- Administer tutoring for fundamental computer science courses to 5 – 15 students twice a week (Problem Solving and Programming, Data Structures)
- Administer private tutoring for students in upper division courses (Advanced Computer Architecture)

**Onsite Tech Support**

October 2018 – May 2020

*Hilltop Children's Center, Seattle, WA*

- Managed and updated website UI within WordPress
- Developed software training and resources for ~20 educators on WordPress

## ADDITIONAL EXPERIENCE

**Lead Resident Advisor**

September 2020 – Present

*Office of Residence Life, Seattle Pacific University, Seattle, WA*

- Provide direction, emotional support, and advocacy for 15 other resident advisors
- Oversee 25 to 30 residents in the residence halls
- Organize community events solo and with other Resident Advisors

## PROJECTS

**Crate Break – Senior Game Project**

GML, SQL, Networking

- Use Game Maker Studio to build an online multiplayer logic/puzzle game that can connect two players and host a database storing a leaderboard as a team of 3
- Architect networking interactions using existing Game Maker structures to send data over sockets and sync players on the main gameboard object

**Liter Board – SPU Developers Club Hackathon Project**

Dart, Flutter

- Make a prototype mobile application for a water tracking and competition app using flutter and dart on my own