Ethan **Smith**

SOFTWARE ENGINEER

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Summary

Software engineer looking to gain as much experience and knowledge that I can. My interests include open source software development, frontend and middletier programming, and designing practical user applications. My passion is education and knowledge. I love to teach and learn as much as possible and want to provide opportunities to everyone to do the same.

Experience

Fidelity Investments   *Merrimack, NH - Remote*

SOFTWARE ENGINEER   *2017.9.11 - 2020.2.2*

- I work on the company's intranet and lo-code development platform. I support end users and automate miscellanious administrative tasks.
- Joined the company in 2017 as a LEAP candidate and now work as a software engineer on a small team of 4 developers.

Charles River Investments   *Burlington, MA*

SOFTARE ENGINEER, INTERN   *2015.5.1 - 2015.8.31*

- I was placed into a team and given the responsibilities of any other team member. I used scrum practices to complete everything from performance testing and code reviewing to code fixing and developing customer requested features. While at Charles River, I managed to add several key features of functionality to the product as well as clean up and fix inefficient code.

iD Tech   *Lowell, MA*

COUNSELOR   *2015.6.1 - 2015.8.31*

- I taught computer science core concepts to high school students.
- I was recognized as a top performing counselor and offered a job for the following summer.

U.S. Soccer Federation   *Central/NE, MA*

REFEREE   *2008.2.1 - 2019.6.30*

- Refereed youth town and club soccer for U8 through U18.

Fraen Corporation   *Woburn, MA*

QUALITY CONTROL   *2014.6.1 - 2014.8.31*

- Checking pieces from machines to ensure compliance with specific automobile and aerospace industry standards using hand tools and TESA Scans.

Skills

Web Development   HTML, CSS, Javascript, TypeScript

Education

University of Massachusetts, Amherst   *Amherst, MA*

COMPUTER SCIENCE, SOFTWARE ENGINEERING   *2013.9.1 - 2017.6.1*

- Computer System Principles, Information Systems, Introduction to Algorithms, Introduction to Computation, Introduction to Computer Graphics, Network Systems, Programming Methodology, Programming with Data Structures, Reasoning About Uncertainty, Software Engineering, Software Engineering: Synthesis and Development, Web Programming, iOS Programming