Ethan Skowronski

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EDUCATION

University of Cincinnati, Cincinnati, OH   2022 - 2027

Bachelor of Science, Computer Science
Master of Engineering, Artificial Intelligence
GPA 3.52

PROFESSIONAL EXPERIENCE

London Computer Systems, Cincinnati, OH   January 2025 - Current
Quality Assurance Co-op

- Collaborated with developers to test and validate 5+ new features monthly, ensuring seamless functionality and optimal performance across platforms
- Identified, documented, and tracked software defects using Jira, reducing critical bugs by 25% and improving overall product stability
- Executed test cases and analyzed results to enhance software reliability
- Outperformed team benchmarks by executing 15+ test cases per week, identifying 25% more defects than the average tester, leading to improved software quality
- Actively contributed to agile development by participating in daily stand-ups, sprint retrospectives, and weekly planning meetings, ensuring stable product deployments
- Tools: Jira, C#, HTML, CSS, TypeScript, GitLab, Kubernetes, VSCode, Insomnia, Rancher, HeidiSQL

Camp Fitch YMCA, North-Springfield, PA   June 2021 – August 2023
Lifeguard/Counselor

- Served as a lifeguard overseeing the safety of at least 50 swimmers, leading aquatic activities, and properly documenting incidents to ensure safety protocols
- Supervised and coordinated a Dish Crew, assigning tasks based on team strengths, resulting in a 25% increase in operational efficiency
- Partnered with fellow counselors to create and execute group activities that prompted a positive and inclusive atmosphere for 400+ campers enriching their overall camp experience

PROJECTS & EXTRACURRICULAR

Artificial Intelligence API   January 2025 - Current

- Developed and deployed a Discord bot powered by OpenAI's API, automating responses and integrations, leading to a 100% increase in user engagement
- Integrated OpenAI's text to speech and Discords send Voice Message to enhance user experience
- Implemented API Calls, error handling, and efficient prompt engineering within Python environments
- Designing and developing additional OpenAI driven APIs for future applications
- Tools: OpenAI API, Python, C#, .NET, VSCode, GitHub

Unity Game Development   August 2023 – August 2024

- Spearheaded the development of a deck building game using C# and Unity centered around OOP
- Designed and balanced 75+ unique cards, ensuring strategic depth and diverse play styles for an engaging player experience
- Optimized game performance, reducing load times and improving rendering efficiency by X% through better memory management and asset optimization

- Tools: C#, Unity, VSCode, GitHub

Engineering Design Project   August 2022 – May 2023
- Programmed an autonomous robot using Python to increase program efficiency by 50% along rough and unexpected terrain
- Engineered a LabVIEW-based robot that identified objects by weight with 90% accuracy, a performance that propelled our team to the finals
- Tools: Python, LabVIEW, VSCode, GitHub, Lego Dev Kit

SKILLS

Programming Languages: C#, C++, Python (Anaconda), Assembly, JavaScript, SQL, HTML, CSS

Frameworks: .NET, OpenAI API, Pandas, NumPy, Scikit-Learn, Matplotlib, TensorFlow

Platforms: Git, Visual Studio, Jupyter, Unity, LabVIEW, HeidiSQL, Insomnia, Rancher, Docker, Kubernetes, Jira

CERTIFICATES

IBM Data Science Professional   July 2024