Ethan Trapp

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PERSONAL PROFILE

I am a hardworking and ambitious student hoping to work in the quantum tech industry. My passion lies in creating innovative technologies that will change the world. Because of my multidisciplinary academic background, I've developed a suite of valuable technical skills that make me uniquely qualified for a position in the quantum tech industry. Additionally, I've developed soft skills through internships and academic projects that make me an effective team member. In my free time, I like to play chess, hockey, and go snowboarding.

EDUCATION

• Engineering Physics and Computer Science – University of Colorado Boulder

Expected May 2025

- o Minors: Quantum Engineering, Philosophy
- o GPA: 3.6
- o Relevant coursework: Intro to Quantum Computing, Foundations of Quantum Hardware, Quantum Mechanics 1 and 2, Theory of Computation, Coding and Cryptography

TECHNICAL SKILLS

- **Qiskit** Through my quantum engineering classes, I've used the Qiskit software package to simulate quantum circuits. I used Qiskit to implement a solution to the challenge problem in a quantum hackathon.
- C++/Python I frequently use C++ and Python in my computer science courses. I have implemented multiple games and projects in these languages.

EXPERIENCE

• Software Engineer Intern – Lockheed Martin RMS

May 2024-August 2024

- o To be completed
- Software Engineer Intern Lockheed Martin RMS

May 2023-August 2023

- o Worked in a small team to write, test, and maintain code for a government contract.
- o Became proficient in new software like NiFi and Kafka.
- o Completed an impressive number of stories during my first sprint. My estimated output was that of a full-time engineer during my next sprint planning meeting.
- o Managed the code development team for the intern project, which involved programming an Arduino robot to autonomously navigate an obstacle course.
- Learning Assistant University of Colorado Boulder

August 2023-December 2023

- O Job duties included weekly meetings with other course staff, facilitating student interactions during recitations, and holding office hours.
- o Learned pedagogical skills useful for articulating high level concepts.
- o Gained valuable leadership and teamwork skills as a figure of authority in the classroom.

ACADEMIC PROJECTS

• Quantum Forge Capstone

August 2024-May 2025

o To be completed

• Computer Science Capstone

August 2024-May 2025

o To be completed

EXTRACARICULAR ACTIVITIES

- Quantum Scholars At CU, I was a member of the Quantum Scholars, which is an extracurricular club that holds social events and professional development opportunities for those interested in the quantum industry.
- Quantum Hackathon (2024) I participated in a Quantum Hackathon at CU. I worked with a team to develop a solution to a challenge problem. As a more experienced team member, I helped mentor other members of my group on quantum computing material.