

Ethan Vrhel
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Education

University of Washington - BS, Computer Science	2020–2024
<ul style="list-style-type: none">3.81/4.0 GPA	

Experience

Graduate TA at Oregon State University	September 2023–Present
<ul style="list-style-type: none">For CS 461 - Senior Software Engineering Project	
Undergraduate TA at University of Washington	September 2023–December 2023
<ul style="list-style-type: none">For CSE 341 - Programming Languages	
Contract Software Engineer at Artifex Software	July 2021–December 2023
<ul style="list-style-type: none">Refactored Ghostscript library to use in-house XML parser over Expat	
Undergraduate TA at University of Washington	January 2023–March 2023
<ul style="list-style-type: none">For CSE P 557 - Trends in Computer Graphics	
Software Engineer Research Intern at MSNW LLC	July 2021–Aug 2021
<ul style="list-style-type: none">Created an API and scripting language to streamline running physics simulations	
Contract Software Engineer at Artifex Software	July 2020–Sep 2020
<ul style="list-style-type: none">Developed Java interface for Ghostscript C library using the JNIWrote demo PDF viewer in Java using my interface	
Kumon	Sep 2019–March 2020
<ul style="list-style-type: none">Tutored elementary and middle school students and graded work	

Projects

Lythium	<ul style="list-style-type: none">2D Game Engine using OpenGL and C++, Objective-C, and Lua
Lithium	<ul style="list-style-type: none">3D Game Engine using OpenGL and C++
MatrixUtil	<ul style="list-style-type: none">Linear algebra library with Intel Intrinsics and ARM Neon for increased performance
LScript	<ul style="list-style-type: none">Scripting language
hexview	<ul style="list-style-type: none">Cross-platform binary command line file reader

Extracurriculars, Awards & Leadership

Eagle Scout (Boy Scout Troop 751)	2013–2019
<ul style="list-style-type: none">Organized food drive for Issaquah Food Bank, collected over 1000 lbs of food	
WSPTA (Washington State PTA) Game Development Competition	2018, 2019
<ul style="list-style-type: none">Created and led team for competition, programmed game engine, won Best Code twice	
Piano	2008–2019
<ul style="list-style-type: none">Won Paderewski medal from American College of Musicians National Programs	

Skills

Technical: Strong C/C++, Intel Intrinsics and ARM Neon, Objective-C, OCaml, OpenGL, Cocoa, Windows Subsystems, POSIX, C#, Java, Python, HTML/CSS, JavaScript, Unity, Lua

Interests: Graphics programming and optimization techniques, hardware acceleration, systems programming, programming languages