Ethan Manarin
Computer Scientist / Software Developer

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Recent Grad from Michigan Tech University looking for a place to gain experience and contribute what I know. I am very passionate about learning new things, and have picked up a numerous skills along the way.

EDUCATION

B.A. in Computer Science
Michigan Technological University

2015 – 2019   *3.2*

Courses

- Data Structures
- Artificial Intelligence
- Computer Hardware
- Concurrent Systems
- Team Programming
- Algorithms
- Compilers
- Networks
- Databases (web+sql)
- Quality Assurance

ENTERPRISE PROGRAM

Husky Game Development (2018 – 2019)

- Videogame Enterprise, split into teams & manage our own projects over semester
- Mainly Use Unity/C#, Taught aspects of GUI design + user interaction
- Software Developer
- Managed Team Github
- Setup team meeting & communication with Assisting Teams

WORK EXPERIENCE

Software Developer
Ford Motor Company

2019 – Present   *Dearborn MI*

Achievements/Tasks

- Software Developer for Global Track & Trace
- Decommission software package used in multiple plants
- Track & Design paths vehicles take from plant to carrier
- Design & Create systems to collect data from webpages
- Design & manage SQL database to store data
- Create user facing web-pages to interact with said databases
- Connect multiple databases over networks with microservices

IT intern
Consumers Energy

2015   *Jackson MI*

Energy Provider, provides electricity to several cities in local area

Achievements/Tasks

- Build & deployed data collection nodes to track energy usage
- Managed internal database connections + setup new database

SKILLS

Java   C/C++   Python   Unity/C#

JS   HTML/CSS   AI (neural nets)

Windows API   Powershell + Bash

Linux   Springboot/Thymleaf

Bootstrap   React JS   JQuery JS

Various web APIs

PROJECTS

First Robotics
An organization dedicated to creating fighting robots - programmed control systems, helped design the robot

PAC AI
An AI system designed to play pacman. Uses muliple analysis types to find best possible outcome, uses perceptrons

null terminator
A unity based side scroller - GUI, dynamic audio, animations, mutliple levels

Meta Game
A gui based java game created with a team for team software development - GUI, audio, branching paths

INTERESTS

Data Collection & Data Analysis

Artificial Intelligence

User experience (GUI)   CyberSecurity

Software Performance