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# Ethan Pusch

## EDUCATION

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### BS in Computer Science, Minor in Business Administration

Expected May 2022

Northeastern University, Boston MA | GPA: 3.8 / 4.0

- **Relevant Coursework:** Object-Oriented Design, Algorithms and Data, Database Design, Networks and Distributed Systems, Computer Systems, Discrete Structures, Linear Algebra, Logic and Computation
- **Activities:** Northeastern Men's Club Ultimate Frisbee A-Team; 2019 National College Championship

## TECHNICAL SKILLS

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**Languages:** Java, Python, JavaScript, ReactJS, C, C++, C#, Bash, SQL, HTML, CSS, Selenese, XSLT  
**Miscellaneous:** Git, Github, Vim, JSON, XML, RESTful APIs, Ubuntu Linux

## WORK EXPERIENCE

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### Software Engineer Co-op

Jan-Jun 2020

LenelS2, Framingham, Massachusetts

- Developed Python script to verify equality of camera analytics metadata between a relational database and multiple JSON files utilizing REST requests and SQL commands
- Renovated old C# tool created to automate the testing of camera plugins; documentation related to use of the tool was also updated
- Coded Bash scripts to test robustness of video analytics software related to VRx's YOLO-based object detection framework
- Constructed C++ logging function to help debug issues that arose in the GStreamer pipeline
- Employed GProf profiling tool to analyze the performance of a daemon related to video analytics

### Front End Development Intern

Jun-Aug 2017 & 2018

Xogene Services LLC, Englewood, New Jersey

- Created over 50 automated UI test scripts using Selenium IDE and Python, including cross-browser scripts to recognize issues for the *RadarX* platform
- Designed and implemented end to end interactive dashboard progress tracker for Xogene website using JS Fiddle, HTML, CSS, and JavaScript
- Converted XML files containing clinical trial data using XSLT
- Produced *Environmental Monitoring* platform used to display and update country-specific regulatory information for pharmaceutical clients

### Junior Java Teacher

Jun-Aug 2016

SummerTech, Purchase, New York

- Administered individualized programming projects to students in Java based on their respective skill levels over 5 week period
- Developed a general curriculum with a team of 15 Java teachers
- Supervised and coordinated program-wide extracurricular activities for over 100 students from 9am-10pm

## PROJECTS

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### Addicted to VALORANT

<https://addictedtovalorant.com>

Website constructed using ReactJS and the Riot Games API to display gameplay statistics from the online game VALORANT based on inputted username

### LightEmAll Game

Java project implementing graph theory and Kruskal's algorithm, where the user has to "light" every piece in the game board by performing rotations on randomized pieces connected to a light source

**Interests:** Ultimate Frisbee, Video Editing, Super Smash Bros. Melee, Brining Chicken