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Ethan Pusch

EDUCATION

BS in Computer Science, Minor in Business Administration   Expected May 2022
Northeastern University, Boston MA | GPA: 3.84 / 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

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

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

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