Ethan Carmona

ethan.carmona@gmail.com
(317)-701-6309
LinkedIn: www.linkedin.com/in/ethancarmona
https://github.com/tarerok/Personal-Website

EDUCATION

Indiana University, *August 2022 – May 2026*
Luddy School of Informatics, Computing, and Engineering - Bloomington, IN
Major: *Bachelor of Science in Informatics* **GPA: 3.72/4.00**
Minor/Specialization: Web Design and Development
- Provost Scholarship Recipient (awarded to incoming first-year in-state students of the highest academic quality)

EXPERIENCE

iCode – Fishers, IN *July 2025 - August 2025*
Instructor
- Led weekly Engineering and Web Development camps to small groups of 6-12 year olds.
- Improved outdated and created lesson plans to enhance student engagement and learning outcomes.
- Taught the basics of HTML, CSS, JavaScript, and Bootstrap to help students develop personal websites in one week.

Pharmaneek – Indianapolis, IN *June 2024 - August 2024*
IT Intern
- Developed proficiency in Laravel PHP and MySQL by implementing CRUD operations and resolving bugs in existing web applications, enhancing system reliability.
- Reviewed and debugged Flutter mobile applications, contributing to smoother user experiences and supporting ongoing development efforts.
- Adapted quickly to new frameworks and technologies, demonstrating versatility in supporting full-stack and mobile development projects.

PROJECTS

Case Study: Local Haunted House Websites *– Usability Report* *Fall 2024*
- Researched six haunted house websites around Bloomington, Indiana, focusing on navigation, accessibility, and visual design.
- Evaluated the *Necropolis Underground* website, identifying four key usability issues.
- Designed user testing protocol by creating task-based questions, then observed and recorded interactions from three participants to gather usability insights.
- Delivered a structured report with recommendations to improve overall user experience and accessibility.

Video Game Sales Analysis *– Python Data Analysis* *Fall 2024*
- Conducted exploratory Python data analysis on video game sales data (1980–present) to identify top-selling genres in North America.
- Utilized pandas and NumPy for data cleaning, manipulation, and statistical analysis.
- Predicted E-rated fighting games have a 54.5% chance of selling above the mean number total NA sales using a logistic regression model.

FRONT-END/DESIGN SKILLS

Programming: HTML/CSS, JavaScript, Laravel, Flutter

Applications: WordPress, Figma, Adobe XD, Adobe Illustrator, Adobe Photoshop, Adobe Premier Pro

TECHNICAL SKILLS

Programming: Python, Java, MySQL, PHP

Applications: GitHub, Bitbucket, Laravel, Visual Studio Code, GitBash, MariaDB