

# Ethan Huynh Hartman

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## Objective:

To obtain a co-op / internship position in computer science or software engineering.  
Available January 2024 – August 2024.

## Education:

Rochester Institute of Technology | Rochester, NY | Expected May 2025

Bachelor of Science in Computer Science

GPA: 3.62

**Extensive Classes:** Computer Science for AP Students, Principles of Data Management, Analysis of Algorithms, Intro to AI, Intro to Computer Vision, Intro to Software Engineering

Monroe Community College | Rochester, NY | August 2020 – May 2022

Associate of Science in Computer Science

GPA: 3.67

**Extensive Classes:** Digital Computer Organization, Operating Systems and Peripherals, Programming Microcontrollers in C & Assembly, Computer Programming – “C++”

## Skills:

**Programming Languages:** Lua, Java, Python, SQL, C++, C#, C, PHP, JavaScript, HTML, CSS

**Operating Systems:** MS Windows, Android

**Development Software:** Roblox Studio, IntelliJ, PyCharm, Microsoft Visual Studio (&Code), Unity

## Experience:

Rochester Institute of Technology | Innovation Fellows Co-Op | June 2023 – August 2023

- Worked with a company partner to advance market and product development as a start-up concept using entrepreneurial skills.
- Through customer discovery interviews, learned to define a customer’s problems and develop a business or product concept that solves them through development of an MVP.
- Individual team roles: Software Developer, Presentation Manager, Team Coordinator.

Javlyn Process Systems | Research Internship | July 2022 – August 2022

- Individual project researching the feasibility of dynamic augmented reality in a factory setting.
- Developed a simple SQL database and created a working program for the Microsoft HoloLens2 glasses, which pulls data from the SQL database to display real-time component values, such as fluid level, or flowrate.
- Utilized SQL, PHP, JSON, C#, and Microsoft’s Mixed Reality API.

## Projects:

Database Book Domain | Academic

- Group project providing a GUI to access an online PostgreSQL book domain consisting of features such as following individuals, sorting results, and having collections of books.
- Individually, I created the GUI, and many of the queries in Python and PostgreSQL.

Discord Notifier Bot | Personal

- A bot which notifies servers when there are changes with items in the Roblox Limited item market which utilizes Python, discord.py API, and moderate SQL.

Miniature Fan Simulation | Academic

- Individually created a miniature fan using the Dragon 12 microcontroller using C.
- The fan included features such as variable speed, timed shut off, temperature activation, and directional adjustment.

Tower Defense Game | Personal

- Developed a tower defense game individually, involving graphical design, 3d modeling, and intense programming completely in Lua.