

Ethan Huynh Hartman

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OBJECTIVE:

Dedicated and result-driven computer science student seeking a challenging full-time computer science or software engineering position. Committed to continuous learning and staying updated on emerging technologies to drive excellence in software development.

EDUCATION:

Rochester Institute of Technology | Rochester, NY | Expected May 2024

Bachelor of Science in Computer Science | GPA: 3.63

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

Associate of Science in Computer Science | GPA: 3.67

SKILLS:

Programming Languages: Lua, Java, Python, SQL, TypeScript, Angular, C++, C#, C, PHP, JavaScript, HTML

Development Software: Roblox Studio, IntelliJ, PyCharm, Microsoft Visual Studio and VS Code, Android Studio, Unity

Development Tools: Git, GitHub, Trello

EXPERIENCE:

CVS Pharmacy | Pharmacy Technician | November 2021– Present

- Provide exceptional customer service by addressing inquiries, providing medication information, and offering support to patients, creating a positive and reassuring experience.
- Demonstrate proficiency in accurately dispensing prescription medications, ensuring compliance with dosage and administration guidelines.
- Collaborate with pharmacists, nurses, and other technicians to optimize patient care, contributing to a multidisciplinary team approach.

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 such as risk management, decision-making, and networking.
- 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 prototype 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:

Tower Defense Game | Lua | Personal

- Spearheaded the entire game development process as the creator, head programmer, UX designer, and sole 3D modeler, showcasing comprehensive skills in both technical and creative aspects.
- Encompasses complex problem-solving, team-management, optimization, adaptability, attention to detail, object-oriented concepts, and a heavy understanding of positive player experience.
- Successfully manage a cross-functional team, overseeing a graphic designer and audio specialist to achieve cohesive and high-quality game development.
- Rising in popularity, with over 30,000 visits, and a growing player community.

Database Book Domain | Python, PostgreSQL | 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 designed the UI, and many of the SQL queries.

Miniature Fan Simulation | C | Academic

- Individually created a miniature fan using a Dragon 12 microcontroller.
- Offers variable speed, timed shut off, temperature activation, and directional adjustment.