Ethan W. Wobb

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SKILLS

Programming Skills: C++, Python, Javascript, SQL, React, NodeJS, MATLAB, RStudio, VSCode, Visual Studio, Git, Express API, Processing IDE, Postman, Golang, Angular, HTML-5, CSS, Typescript, C#

Certifications: Meta Introduction to Frontend Development, Windows Operating System Fundamentals (MTA 98-349), Security Fundamentals (MTA 98-367), Introduction to Programming using Python (MTA 98-381), SolidWorks (CSWA), Autodesk Revit for Architecture, Introduction to Programming using Block-Based Languages (98-280)

Professional Skills: Leadership and management, Time management, Teamwork and collaboration, Adaptability and flexibility, Creative problem solving and critical thinking, Communication and interpersonal skills

EXPERIENCE

Florida Stucco Corp   **Boca Raton, Florida**
IT Department Lead   *August 2019 - August 2022*
- Created proprietary software to efficiently track supply chain with integrated real time weather radar
- Collaborated with cross-functional teams to identify pain points and develop solutions that improve supply chain visibility, accuracy, and efficiency.
- Integrated Microsoft Excel datasheet into Windows C# form app to display supply chain export logs in a user friendly interface displaying real time radar to mitigate weather delay.
- Successfully delivered the software ahead of schedule and within budget, resulting in improved operational efficiency for the company

Ga1ors
- Co-created Ga1ors, a community-based chat forum exclusive to the University of Florida student population, where users can share blog-related content. Implemented a unique feature where the forum is wiped clean daily and only 1% of the student population can post new content.
- Collaborated as a backend team member, responsible for integrating databases and website functionality with the Angular frontend framework.

Air-aide
- Developed Air-aide, a user-friendly frontend interface for Oracle SQL Developer that facilitates the conversion of user input into SQL queries and presents graphical information as output.

3-Band Parametric EQ
- Developed a VST3 plugin that allows users to control the low, mid, and high frequencies of an audio source, ensuring optimal sound quality and clarity in professional digital audio workstations such as FL Studio.

Dungeon Scroll Scavenger Hunt
- Designed and developed a Unity-based first-person game set in a dungeon, challenging users to find five hidden scrolls within a set time limit.

Tiny Avalanche
- Created a textured terrain generator using Perlin noise input, simulating mountain ranges with snow-capped peaks and valleys with lakes. Implemented a dynamic avalanche feature that, upon user interaction, gradually covers the terrain in snow

Project Video Demos
https://www.youtube.com/playlist?list=PLZHlRz0inH4fneOMmtozLc_ctf5-0j4Uh

EDUCATION

University of Florida   **Gainesville, Florida**
BS Computer Science   *Expected Graduation May 2024*
GPA: 3.43

ADDITIONAL COURSEWORK

CAP 3027 – Introduction to Digital Arts and Sciences (Java)   *Fall 2022*
- Course focuses on combining coding with digital art within the Video Game industry. Projects include animating 3D models, generating scenes from datafiles, and randomly generating terrain from Perlin noise.