

# Ethan Wu

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Available August – December 2023

## EDUCATION

### Wentworth Institute of Technology (Wentworth)

Boston, MA | Expected Graduation: Aug. 2024

Bachelor of Science in Computer Science

Overall GPA: 4.0/4.0, Major GPA: 4.0/4.0

Related Courses: Data Structures, Algorithms, Databases, Operating Systems, Mobile App Development

## SKILLS

**Programming Languages:** Java, JavaScript, HTML, CSS, SQL, Python, C

**Libraries/Frameworks:** React, Node.js, Express.js, Cypress.js

**Tools:** Git/GitHub, Figma, MongoDB Atlas

## RELATED EXPERIENCE

### Kyndryl / Application Developer Coop

Remote | Jan. 2023 – Present

- Develop dynamic user interface with React and integrate with REST API to display recommendation engine data.
- Utilize Agile methodology with Azure DevOps for project management, ensuring optimal resource use and streamlined development.
- Implement continuous integration and continuous deployment (CI/CD) practices to facilitate the continuous delivery of high-quality software in an Agile environment.

### Kyndryl / Software Engineer Intern

Austin, TX | May 2022 – Aug. 2022

- Assisted development team with enhancements to user interface with React.js.
- Formulated a standard template for functionality and usability testing.
- Automated testing modules using Cypress.js to improve efficiency in the development process.
- Collaborated in Agile teams using Azure DevOps and Microsoft ecosystem.

## PROJECTS

### Restaurant Website / Full Stack Web Application (Individual)

Aug. 2022 – Present

- Introduce creative gallery designs to display menu items to prospective customers.
- Incorporate a NoSQL database to store menu items and business inquiries.
- Design an interactive online menu to aid in contactless menus and lessen the spread of germs.

### Portfolio Website / Frontend Web Application (Individual)

Feb. 2022 – May 2022

- Established a design for the user interface to conceptualize the application lifecycle.
- Developed a frontend user interface using React.js.
- Evaluated the responsiveness and accessibility of the web application.

### The Adventure of Carl / Java Application (Group of 3)

Feb. 2021 – April 2021

- Designed a Java collision/obstacle game using object-oriented programming concepts.
- Created and formed the GUI where the game resided utilizing the JavaFX library.
- Collaborated with two other students to build and present project to the class.

## CERTIFICATIONS

**AWS Certified Cloud Practitioner** / Amazon Web Services

Mar. 2023

**Agile Explorer** / Kyndryl

Feb. 2023