Ethan Huber

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Technical Skills

Programming Languages: Java, C, C#, HTML, Javascript, CSS, Golang, MATLAB, C++
Development Tools and Frameworks: GitHub/Git, IntelliJ, VSCode, Linux/Unix, Docker, MariaDB, Netbeans
Design and Planning Tools: OnShape, Trello, Notion, Cura, Microsoft Office, PrusaSlicer, Solidworks, AutoCAD

Personal Projects

Circuit Layout Creator // Apr 2023 – Jul 2023   *github.com/zushiEdu/circuit-layout-creator* ↗

- Used HTML5, CSS, JSON, and JavaScript to build an online circuit drawing tool for computer engineering students to easily create perforated-board layouts in VSCode
- Implemented features suggested by users through feedback forms and user testing cycles, tracking progress on GitHub

Caved - Terminal Adventure Game // Nov 2021 – Jan 2022   *github.com/zushiEdu/Caved* ↗

- Used Java to develop a terminal 2D open world adventure game based on Minecraft in NetBeans
- Implemented a human-readable save data format for easy editing
- Documented development with GitHub and managed planning in Trello

Education

Bachelor of Engineering, Computer Engineering (Co-op)   *Sept 2024 – May 2029 (Expected)*
University of Guelph   *Guelph, Ontario*

- Currently maintaining an 86% average, dean's honors list recipient for winter 2025 semester
- Relevant courses include: Intro to OOP (96%), Intro to Programming (87%), Engineering Analysis (98%)

Key academic projects:

- Gryphon Management - University Management System (Feb 2025 - Apr 2025):
  - Led front-end development and collaborated with a team of 5 to develop and document a Java Swing program
  - Used Git to collaborate and track changes in IntelliJ

Technical Extra-Curricular Experience

Frame Team Member   *Sept 2024 – Present*
Gryphon Racing   *Guelph, Ontario*

- Design motor controller mounts by analyzing model variant strength with finite element analysis in SolidWorks
- Help design various jigs to facilitate the construction of the frame
- Model various tabs for component mounting and body panels for the front of the car

Vice President   *Sept 2023 – Jun 2024*
Huron Heights Secondary School   *Kitchener, Ontario*

- Developed a rule book to guide the development of robots for battle-bots teams
- Researched, managed, and purchased parts for the club
- Gave presentations on design and safety
- Mentored students to aid with design and decision making
- Developed an Arduino battle-bot based on the famous Tombstone (OnShape CAD File ↗)

Second Place Winner   *May 2023*
Spring Hacks Hackathon   *Kitchener, Ontario*

- Competed against 25 participants which were encouraged to follow a specific theme for their project
- Awarded $60 for second place and the environmental theme prize for building an app using HTML5, CSS, JSON, and JavaScript that lets users find local and organic produce

Work Experience

Process Control Team Member   *May 2025 – Present*
Toyota Motor Manufacturing Canada   *Cambridge, Ontario*

- Ensure timely movement of vehicles off the assembly line, ensuring efficient workflow and on-time process completion
- Prepare vehicles for shipping by installing owner's manuals and applying critical labels, maintaining excellent quality with 11 quality catches (far exceeding team average) demonstrating meticulous attention to detail