Ethan Huber

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Technical Skills

Programming Languages: Java, C, C#, HTML, Javascript, CSS, MATLAB, C++
Development Tools: GitHub/Git, IntelliJ, VSCode, Linux/Unix, Docker, Netbeans
Design and Planning Tools: OnShape, Trello, Notion, 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

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

Gryphon Racing Frame Subsection Team Member   *Sept. 2024 – Present*
- Designed a motor controller mount by analyzing model variant strength with finite element analysis in SolidWorks to determine the best choice
- Helped design various jigs to facilitate the construction of the frame
- Modeled various tabs for component mounting and some body panels for the front of the car

Second Place Winner, Spring Hacks Hackathon   *May. 2023*
- 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 that lets users find local and organic produce

Huron Heights Robotics Club Vice President   *Sept. 2023 – Jun. 2024*
- 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 a battle-bot based on the famous Tombstone (OnShape CAD File ⬈)

Work Experience

Sortation Associate   *Aug. 2022 – Dec. 2023*
Fastenal   *Kitchener, ON*
- Consistently exceeded productivity targets by 50% through meticulous time management, communication, and organization delivering results in a deadline-driven fast paced environment
- Reduced operational errors through systematic quality checks, showcasing commitment to quality service