Ethan Meyer

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SKILLS AND QUALIFICATIONS
Languages: C++ (4 years), JavaScript (6 years)
Technologies: HTML/CSS, Git, GCP, Cloud IAM, Flutter, SQL, CLI, Linux
Strengths: Problem Solving, Team Communication, Adaptability, Leadership
Certifications: Google - Associate Cloud Engineer

EDUCATION
Bachelor of Science in Computer Science   Graduated June 2022
Seattle Pacific University, Seattle, WA
- 3.57 GPA: Dean's List for 8 Quarters
- Coursework: Algorithm Design and Analysis, Applications Programming, Computer Networks, Computer Organization and Assembly Language, Computer Architecture, Concepts of Programming Languages, Database Management, Data Structures, Netcentric Computing, System Design

TECHNICAL EXPERIENCE
Computer Science Lab Tutor   September 2021 – June 2022
Engineering and Computer Science Department, Seattle Pacific University, Seattle WA
- Administer tutoring for fundamental computer science courses to 5 – 15 students twice a week (Problem Solving and Programming, Data Structures)
- Administer private tutoring for students in upper division courses (Advanced Computer Architecture)

Onsite Tech Support   October 2018 – May 2020
Hilltop Children's Center, Seattle, WA
- Managed and updated website UI within WordPress
- Developed software training and resources for ~20 educators on WordPress

ADDITIONAL EXPERIENCE
Lead Resident Advisor   September 2020 – June 2022
Office of Residence Life, Seattle Pacific University, Seattle, WA
- Provide direction, emotional support, and advocacy for 15 other resident advisors
- Oversee 25 to 30 residents in the residence halls
- Organize community events solo and with other Resident Advisors

PROJECTS
Tile Trial – Senior Game Project   GML, Networking
- Use Game Maker Studio to build an online multiplayer logic/puzzle game that can connect two players as a team of 3
- Architect networking interactions using existing Game Maker structures to send data over sockets and sync players on the main gameboard object

Liter Board – SPU Developers Club Hackathon Project   Dart, Flutter
- Make a prototype mobile application for a water tracking and competition app using flutter and dart on my own