

Ethan Edelen

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CAREER OBJECTIVE

Up-and-coming software developer seeks a team-based programming role to gain hands-on experience in applying their skills, managing professional responsibilities, and collaborating with other employees to complete large-scale programming projects.

CORE QUALIFICATIONS

- Achieved an uninterrupted 4.0 GPA during all four years of high school and all four years of college.
- Coded projects in Python, C, C++, C#, HTML, CSS, JavaScript, and x64 Assembly programming languages.
- Built projects using PyCharm, Visual Studio 2020, Visual Studio Code, and Node development environments.
- Managed projects using Github, Perforce, and AGILE developmental catalysts.
- Developed and trained deep neural networking models through Keras.
- Implemented concurrent code operation and inter-device communication through OS-interfacing APIs.
- Worked on full-stack development by contributing to quality assurance testing, webpage development, database management, network communications, and server-side scripting.
- Collaborated on a cross-functional team for a game development project with assigned roles, set goals, and a strict deadline.

PROFESSIONAL EXPERIENCE

Optimization/AI Researcher, Frontier Analytics, Cincinnati, Ohio
September 2023 – Present

Researched and profiled Python optimization techniques to improve performance of deployed Python code and developed neural networks to handle common signal processing tasks (for example, creating an autoencoder to remove noise from waveforms).

Simulation Developer, Frontier Analytics, Cincinnati, Ohio
June 2022 – August 2022

Contributed to the creation of a radio transmissions simulator meeting Frontier Analytics' specifications. For the first half of the project, assisted in determining simulator functions and requirements; for the second half, provided foundational code.

Technical Consultant, [His Will Homes](http://HisWillHomes.com), Mount Orab, Ohio
June 2021 – August 2021

Provided user experience feedback to refine website layout, performed interview transcription, submitted qualitative reports, and assisted with fundraising for a growing nonprofit organization committed to housing the mentally ill.

Marketing Assistant & Database Specialist, [AcademicInfluence](#), Georgetown, Kentucky
June 2020 – August 2020

While with AcademicInfluence, acclimated to a wide variety of tasks including Database Management, Contact Research, Social Media Management, Quality Assurance Testing, and Article Publication. Was commended by AcademicInfluence's CEO for excellent work.

NOTABLE PROJECTS

The Olympus Trials (Senior Project), Shawnee State University, Portsmouth, Ohio
August 2022 – April 2023

Key member of the development team for a video game, working from pre-production to finalization. Implemented models and artificial intelligence of the game's enemies. This project required significant knowledge of how to bridge Unreal Engine 4's blueprint and C++ systems, rigorous debugging skills, and strong communications skills to unite the efforts of the project's programming and art teams.

- Exercised large-scale teamwork and communications skills.
- Learned project pipeline and planning.
- Practiced iterative game design.
- Acclimated to using version control amidst a large team of developers.
- Learned to use Unreal Engine 4 behavior trees and blackboards.
- Assigned enemy actions and behaviors to animations.

Image Database Web Application, Shawnee State University, Portsmouth, Ohio
February 2021 – April 2021

Participated in a group project to create a file-sharing web application serving image files.

- Developed web applications and web serving for the first time.
- Acclimated to full-stack development.
- Learned to use GitHub for version control.
- Strategized on how to better coordinate development with others.
- Was introduced to web development frameworks and strategies.

EDUCATION

Bachelor of Science in Digital Simulation and Gaming Engineering Technology
Alumnus of Shawnee State University, Portsmouth, Ohio.
Graduated Summa Cum Laude April 2023 with a 4.0 GPA.
August 2019 – April 2023

Minor: Cybersecurity

Covered penetration testing, packet capture, intrusion detection, forensic software, and more.