ETHAN KAPELKA

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OBJECTIVE

To design and implement reliable programs and provide creative solutions through collaboration and expertise in computer science.

EDUCATION

UNIVERSITY OF WISCONSIN-STOUT, Menomonie, WI   Sept 2018 – Aug 2022
B.S. in Computer Science
Concentration: Game Development and Design   GPA: 3.83, magna cum laude
Minor: Mathematics   UW-Stout's Honors College

SKILLS

- Experience in Java, C++, C#, JavaScript, OOP
- Familiar with Python, HTML, CSS, XML, PHP, SQL
- Knowledge with Eclipse, Visual Studio, GIT
- Development Experience in Unity & Unreal Engine 4 Game Engines
- Proficient in Microsoft applications: Word, Excel, PowerPoint, Teams
- Experience with Agile software development

- Fast learner, collaborative, and creative

RELEVANT COURSES

- Software Engineering Principles
- Algorithms
- Data Structures
- Web Programming
- Calculus III
- Cybertechnology Ethics
- Computer Architecture
- Operating Systems
- Computer Graphics

WORK EXPERIENCE

Programmer, Acuity Insurance   (June 2022 – Present)
- Working with Agile project framework
- Coding with Java for business logic
- Using JavaScript and HTML for web development

PROJECTS

The Witch's Garden, Video Game   (Sept 2021 – May 2022)
- Developed in Unity using C# for GDD450 capstone course with 7 other students
- Presented at Stout Game Expo Fall 2021 & Spring 2022
- Published on Steam for PC

Light's Darkest Hour, Video Game   (Sept 2020 – Dec 2020)
- Used JavaScript, Phaser 3 library to create a 2D puzzle-story game for web browsers
- *Won Best Gameplay in GDD-325 course*, Stout Game Expo Fall 2020

INVOLVEMENT

Quillmark – *Minecraft builder*   (July 2023 – Present)

WASH For Life, Inc. – non-profit organization, *Website development*   (August 2022 – Present)

UW-Stout Honors College, *Member*   (Sept 2018 – May 2022)