

Ethan Wells

(316) 631-2949 | ethanmw2000@gmail.com | ewells.dev | github.com/EthanMW2000

EDUCATION

Bachelor of Science in Computer Science, College of Engineering

Wichita State University, Wichita, KS

Fall 2023

GPA: 3.29

SKILLS

Programming Languages: TypeScript, JavaScript, Python, Swift, Go, C#
Front-End Development: React, HTML, CSS, XAML
Back-End Development: Node, REST API, RabbitMQ, Celery
Database: Microsoft SQL Server, PostgreSQL
Infrastructure: Microsoft Azure, Terraform
Other: Git, CI/CD, TDD, DevOps, Agile, Active Directory, MECM

WORK EXPERIENCE

Software Engineer

April 2021 - Current

StaffWise, Wichita, KS

- Developed a Clean REST API in Node.js using TypeScript to uncouple code
- Constructing and managing a state-based database in Microsoft SQL Server
- Implementing and improving complex UI designs using React and its ecosystem
- Architecting resources and services in Terraform to promote scalability

Software Developer Intern

November 2022 – March 2023

Pillr, Wichita, KS

- Implementing UI designs using Vue and providing backend logic with Python
- Making use of RabbitMQ and Celery to produce and consume data

Student ITS Assistant

August 2021 – November 2022

GoCreate, Wichita, KS

- Diagnosing and resolving computer software and hardware issues
- Gained expertise with equipment to properly prepare computers
- Redesigned GoCreate's badge design software to simplify the GoCreate's signup process

PROJECTS

GymArc – Mobile Application

- Constructed UI designs in React Native to support cross-platform development
- Implemented GraphQL on a backend server with Go
- Translating business-logic needs into Postgres tables and relationships

Medical Passport App – Mobile Application

- iOS native application developed in Swift using SwiftUI framework
- Handling object relationships using the Core Data persistence framework

Dynamic Tic Tac Toe – React Application

- Constructed resizable game board in React
- Winner calculation done through graph traversal

GoCreate Badge Designer - WPF

- Designed and implemented WPF application with .NET, C#, and XAML
- Constructed bitmaps using collected data
- Improved efficiency of badge creation on client side