ETHAN HUGHES

Fort Worth, TX

Objective:	To research and make real alternative forms of government involving artificial intelligence for the betterment of democracy and government function, as well as developing fun and innovative video games. And maybe write some book.

Education:

University of Texas at Dallas — Richardson, TX
Major: Computer Science (M.S.) — Graduating May 2024
GPA 3.48
Courses: Artificial Intelligence, Machine Learning, Natural Language Processing, Design and Analysis of Computer Algorithms, Human Computer Interactions

Rochester Institute of Technology — Rochester, NY
Major: Computer Science (B.S.) — Graduated August 2020
GPA: 3.06
Courses: Mechanics of Programming, Analysis of Algorithms, Linear Algebra, University Physics, Cognitive Psychology, Principles of Data Mining, Intelligent Systems, Software Engineering, Cryptography, Principles of Data Management

Landmark College — Putney, VT
Major: Computer Science/Gaming (A.S.) — Graduated May 2015
GPA: 2.93
Courses: Computer Graphics, Game Story, Digital Design

Relevant Experience:

Southwestern Company/Southwestern Advantage — Nashville, TN
Programmer / Analyst — July 2016 - January 2017
- Developed web-based educational game for children using the Crafty2D JS framework
- Worked with a team on Software development and SQL-IT using the SPRINT system

Skills:

Programming Languages: C, C#, Python, Java, SQL, JavaScript, HTML5
Development Software: Vim, VS Code, Unity, Godot, Notepad++, Trello, Visual Studio, Git, Slack, Click Fusion 2.5, Android Studio, Google Colab, DaVinci Resolve, LMMS, Blender, Audacity, Krita
Techniques: SDL2, Distributed Systems, Object-Oriented Programming, H2database, Raylib, UX Agile Development, Unit Testing, MySQL, Microsoft SQL Server, MIPS Assembly, .NET, WebRTC matplotlib, numpy, pandas, jQuery, Bootstrap, Keras, pthreads, Makefiles, Automation Scripting

Projects:

- Created array of 2D grid based resizable games/projects in C using SDL2
(Tetris, Frogger, A* Pathfinding, Checkers, Minesweeper, Cellular Automata, etc.)
- Developed array of 2D PC games using game development software
- Built a personal portfolio website which can be reached at http://ethanhughes.me

Affiliations:

Longstanding member of Clickteam Game Development Forums for the Clickteam Fusion 2.5 Software and its older editions. Have helped others get started making games, and have been helped many times.

Certifications:

(Red Cross) Adult and Pediatric First Aid/CPR/AED Certification

Honors/ Activities:

- RIT Game Jam, Sep. 2015/SGDA Combo Jam, March 2022/SGDA Trash Jam, Nov. 2022
- Participated with a team and alone to develop games in Unity and Godot as well as prototyping in C

Interests:

Artificial Intelligence, Aerospace, Physics, Particle Science, New Technologies, Number Theory, Architecture, Psychology, Music, Writing, Gaming, Biking, Climbing, Frisbee