Ethan O'Leske

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I am a professional software developer specializing in full-stack web application development. Whether it's design, databases, APIs or deployment, I am passionate about working with the tools we use everyday.

Experience

LITTLE ROCK WATER RECLAMATION AUTHORITY   May 2022 — Present
Information Systems Administrator

- Designed, developed, deployed and maintained multiple internal web applications to be used company-wide
- Performed administrative maintenance and end-user support for enterprise finance software suite
- Managed and maintained virtualized Windows servers and multiple SQL Server databases
- Used database and business intelligence skills to create many reports and visualizations with dynamic parameters on live data

EMERGING ANALYTICS CENTER   May 2019 — May 2022
Undergraduate Research Assistant

- Developed an enterprise web application to manage cybersecurity work utilizing machine learning for risk and safety analysis in a team of 4-5 individuals
    - Created a responsive client-facing web application using the Angular web framework with Typescript, ESLint and Node.js
    - Created REST API with secure authentication using Python web framework Django and MariaDB for data storage
    - Deployed portions of application to Infrastructure-as-a-Service and Platform-as-a-Service features of Google Cloud Platform
    - Constantly collaborated with team members using Git version control and Jira for AGILE project management
- Developed a Python tool to interpret proprietary files of the Unity game engine into a standardized format
- Tested and investigated capabilities of 3D software to be used in virtual reality projects
- Presented various technical demos for other projects to both small and large groups of people

UNIVERSITY OF ARKANSAS FAYETTEVILLE   June 2021 — August 2021
Undergraduate Research Fellow

- Explored using natural language processing techniques for vulnerability management on the Department of Energy funded project named V-INT
- Performed field tests of V-INT researched applications on partnered companies' networks with a team of 3 people

ARKANSAS ELECTRIC COOPERATIVES CORPORATION   May 2020 — August 2020
Cybersecurity Intern

- Refined Bash and Python scripts to create reports of patching decisions compliant to the FERC's Critical Infrastructure Reliability Standards
- Learned about cybersecurity operations in critical infrastructure sectors
- Presented department's improvements and research to company's executives

Education

UNIVERSITY OF ARKANSAS AT LITTLE ROCK   August 2018 — May 2022
Bachelor of Science, Computer Science (GPA: 4.0)

Academic Projects

CAPSTONE PROJECT   Spring 2022

- Developed a web application with a team of 3 people to generate schedules assigning instructors to classes for a university department
- Created frontend web application using React framework with Node.js and Jest unit testing
- Designed and implemented supporting REST API using Python web framework Django and PostgreSQL for application data storage
- Deployed application to Platform-as-a-Service cloud platform, Heroku, for a final demonstration to the full class

MOBILE APPLICATIONS FINAL PROJECT   Spring 2022

- Developed an Android mobile application with a team of 3 people to store a user's characters and perform dice rolling mechanics for a popular role-playing game
- Utilized Java with the Android SDK to create classes following the Model-View-Controller framework and create several different activities, interconnected with a navigation menu and intent messaging objects

ARTIFICIAL INTELLIGENCE FINAL PROJECT   Spring 2021

- Developed a speech emotion classifier using an artificial neural network with the RAVDESS dataset

PROGRAMMING LANGUAGES FINAL PROJECT   Fall 2020

- Created Reverse Polish Notation parser using the Java language recognition framework, ANTLR4

Skills

Technical

- Proficiency creating web applications with languages including Javascript, Typescript, HTML and CSS, along with frameworks including React, Angular and Next.js
- Competent with general programming languages including C/C++, Java, Python, C# and Rust
- Experience with game programming in 2D, 3D and VR environments, using game engines including Unity, Unreal Engine and Monogame
- Managed Windows and Linux servers in both physical and virtual environments
- Deployed production applications using cloud services such as Google Cloud Platform, Amazon Web Services and Vercel
- Created visualizations with statistical programming tools such as Matplotlib in Python, R and IBM Cognos

Soft

- Methodical, Thorough Problem Solving
- Friendly and Productive in Teams
- Fast and Motivated Learner
- Willingness to Exceed Expectations and Obligations