Ethan Gahm

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Github: github.com/EthanGahm
Portfolio: EthanGahm.github.io/

EDUCATION

University of Virginia — B.S. in Computer Science (expected 2023) **|** GPA 3.9
School of Engineering & Applied Science
Charlottesville, VA

Newton North High School — Graduated May 2019 **|** GPA (weighted) 4.9
Newton, MA

WORK EXPERIENCE

Software Developer | UVA Development Hub | July 2021 - present
- Manage MySQL database hosted on an AWS Relational Database Service instance
- Write and maintain multiple serverless REST APIs hosted through AWS's Lambda and API Gateway services
- Provide technical assistance to intern cohorts working on web development projects using React, Node.js, EJS, and MongoDB

Software Development Group Lead **|** UVA Development Hub | Summer 2021
- Supervised a team of four summer interns
- In eight weeks, produced a full-stack web application utilizing Javascript, React.js, Node.js, Express, Python, MongoDB, and Google APIs
- Wrote and debugged code, ran weekly meetings, assigned tasks, and taught new technologies and concepts

Development Intern **|** UVA Development Hub | Spring 2021
- Performed data analysis and visualization for an NIH-funded research project on pain responses in cancer patients
- Managed a MySQL database
- Wrote Python scripts run with AWS Lambda
- Visualized data trends in Grafana
- Conceived and successfully developed a means of programmatically creating and updating "summary tables" for faster processing and visualization of large data volumes

Teaching Assistant | Dept. of Computer Science, UVA
Theory of Computation | Spring 2021
- Led discussion of theoretical computer science concepts at weekly cohort meetings
- Assessed students based on participation and understanding of course material
- Graded written homework assignments

Introduction to Programming | Spring 2020 and Fall 2020
- Ran lab sections, held office hours, and graded homework for course taught in Python

Instructor, The Circle Project | UVA Center for Diversity in Engineering | Summer 2020
- Conceived, designed, and taught a week-long online course on introductory game theory for two cohorts of 7th and 8th grade students
- Built tools for interactive simulations and games with students
- Wrote detailed lesson plans and taught 30 hours of online classes

Grader **|** Art of Problem Solving, Inc. (Cambridge, MA) | Fall 2019
- Graded student homework for math and computer science courses

SKILLS

Python | Javascript | C++ | Java | Django | Git/GitHub | Unix | AWS | React.js | Node.js | SQL | MongoDB | MySQL | PostgreSQL | Heroku | Bootstrap | HTML | CSS

PROJECTS

UVA Housing Search Tool
Live Website | Project Overview

Salary Data Analysis Tool
Live Website | Project Overview

Multiplayer Geography Quiz Game
Live Website | Project Overview | GitHub

Neuroevolution-Based Driving A.I.
Project Overview | GitHub

Map-Based Youtube Video Finder
Live Website | Project Overview | GitHub

Table Tennis Rating Tracker
Version 1 Overview | Version 2 Overview | GitHub

COURSEWORK

In Progress:
Computer Architecture
Algorithms
Advanced Software Development

Completed:
Theory of Computation
Program and Data Representation
Software Development Methods
Introduction to Programming
Discrete Math
Digital Logic Design

ACTIVITIES

UVA Resident Advisor
UVA Club Table Tennis (vice president)
UVA Outdoors Club
NNHS Science Team (president)
NNHS Sailing Team (co-captain)