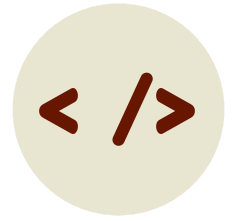


# ETHAN D. BARLOW

## Solution Analyst at Deloitte USDC

@ ethanbarlow07@gmail.com    Mechanicsburg, PA    ethanbarlow.github.io  
in linkedin.com/in/ethan-barlow-6082a1b2/    github.com/EthanBarlow



## EDUCATION

B.S. in Computer Science

**Bloomsburg University**

Aug 2017 – May 2020

## EXPERIENCE

Solution Analyst

**Deloitte**

July 2020 – current    Mechanicsburg, PA

- Developed React Native mobile application including native modules/bridges.
- Supported a mobile application using JavaScript, Appcelerator, and the Titanium SDK.
- Trained in Flutter and Dart for rapid cross platform development.

Software Engineer Intern

**KeyW Corporation**

June 2019 – August 2019    Severn, MD

- Updated Android code to use the latest libraries, replaced deprecated objects, and updated Gradle scripts.
- Implemented two new features (one involving Bluetooth) in the Android app used to configure and manage special tracking and communication devices.

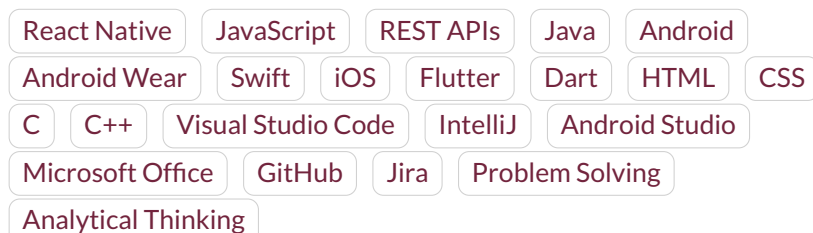
Software Engineer Intern

**KeyW Corporation**

May 2018 – August 2018    Severn, MD

- Developed a simulation tool in C# in order to save time during the testing cycle. The simulation involved location data and building message packets.
- Wrote several unit tests in Java to test production code and wrote fixes for bugs found.
- Gained experience working in an Agile development cycle.

## STRENGTHS / EXPERIENCES



## PROJECTS

Senior Capstone

- Web application using Java as a backend and JavaScript, HTML, and CSS to present the frontend. Used several REST APIs to pull data from around the internet while throttling calls to respect the API limits.

Random Restaurant Picker

- Android app that uses device or user defined location to pick three random restaurants nearby so that time spent discussing where to eat is minimized.

Othello/Reversi Game

- Uses JavaFX to create a user interface and standard Java for the backend (game logic) to allow a user to play the classic game of Othello/Reversi.

Telegram Photo Bot

- Uses a raspberry pi computer and camera to take a picture or video and send it back to the user.

## ORGANIZATIONS & SERVICE

DiscipleMakers

**Leadership & Member**

Aug 2018 – May 2020

Teach and lead students within a faith-based campus organization.

Computer Science Learning Community

**Member**

Aug 2017 – May 2018

Network with and learn from other Computer Science majors and mentors.

Service Trip to Costa Rica

**Helper**

March 2016

Helped clean, paint, and repair local schools and churches.