

Ethan Fournier

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portfolio.wolfekh.com

Professional Experience

Husky Game Development Enterprise

Houghton, MI

President

Aug 2021 - Dec 2022

- Managed a group of 50+ students on 10+ teams to ensure their success
- Utilized the sprint development timeline to guide, grade, and evaluate teams towards their minimum viable product
- Delegated tasks to each vice president and directed weekly meetings with them

Michigan Technological University

Houghton, MI

Information Technology Operations Tier 1

May 2021 - Jan 2023

- Upgraded, installed, and troubleshoot hardware, software, and network issues on Windows, Mac and Linux machines
- Provided on-site and remote support for customers through appointments and ticketing systems
- Worked with RDP, Azure, Active Directory, SCCM and JAMF to image, troubleshoot and track machines
- Scheduled and coordinated appointments between customers and colleagues
- Informed colleagues and customers on what the situation was and how it was handled
- Designated tasks to colleagues both on deploys and in the shop

Education

Michigan Technological University

Houghton, MI

B.S. Computer Science - Game Development

Minor: Cybersecurity

Skills

- Java, C, C#, C++, Python, HTML, CSS, PHP, SQL, Unity, Adobe Suite, GitHub, Android Studio, MS Office, Google Suite
- Leadership, Documentation, Teamwork, Time Management, Problem Solving, Organization, Communication, Public Speaking, Critical Thinking, Adaptable

Certifications

- CompTIA Information Technology Fundamentals+ **Issued: In Progress**
- CompTIA Project+ **Issued: In Progress**

Relevant Projects

User Interface and Design

Feb 2022 - Dec 2022

- Worked with clients to design an educational game about the Food, Energy and Water nexus to be a learning tool for middle school students
- Acted as a designer and programmer within a team of 6 students using Unity, C#, and GitHub to develop the game
- Communicated with the clients to gather specifications about the product they wanted and presented the information back to them

Team Software Project

Feb 2021 - May 2021

- Scrum Master of a team of 5, using Android Studio, Java, GitHub to develop the app, in control of organization and task keeping
- Designed and programmed features for an Android app that centralizes notifications and interactions

Husky Game Development Enterprise

Jan 2020 - May 2020

- Developed a 2D top-down bullet mania game following a linear story
- Acted as the narrative designer, programmer and script writer in a team of 5
- Used Unity, C#, and GitHub to develop, collaborate and manage the project