

Ethan Hensley

423-330-7478 | hensley.ethan64@gmail.com | linkedin.com/in/hensleyej | github.com/evasiveveace | Open to Relocation

EXPERIENCE

Software Developer

Aug. 2025 – Present

CGI Federal

Knoxville, TN

- Collaborated closely with cross-functional teams, including UX designers and product owners, to translate functional requirements into scalable front-end solutions.
- Refined 100+ user stories for financial modules, defining edge cases, UI behaviors, and technical requirements, reducing rework by 20%.
- Tracked cross-team dependencies in Jira and followed up on blockers to prevent delays in development.
- Resolved blockers by coordinating with other teams when dependencies or issues arose.

Solution Analyst

Sept. 2024 – Aug. 2025

Building Information

Johnson City, TN

- Designed developer-facing front-end architectures and built reusable UI components using React, TypeScript, and HTML/CSS.
- Collaborated directly with users and internal teams to understand issues before jumping into fixes, which helped avoid repeat problems.
- Developed and deployed 7+ microservices and designed REST APIs to efficiently handle state and data flow between back-end systems and front-end interfaces.
- Automated a large-scale data migration using Power Automate, moving over 500k records without data loss.
- Built an internal documentation tool using Microsoft Copilot and SharePoint, enabling developers to search and generate answers from 50+ technical resources.
- Resolved 3-4 production issues per week in SAP ABAP by debugging root causes and implementing fixes to prevent repeat issues.

IT Support Analyst

May 2023 – Aug. 2024

Tennessee Valley Authority

Chattanooga, TN

- Diagnosed and resolved VPN-related issues affecting asset records, restoring access for internal users.
- Managed and prioritized 20+ weekly support tickets, ensuring high-priority issues were resolved within SLA targets.
- Improved asset return accuracy by validating shipping data in Excel, reducing errors and return delays.

PROJECTS

Mo' Rockets | [Link to Game](#) | *Python, Godot Engine, Aseprite, GitHub*

July 2025 – Sept. 2025

- Developed and launched a single-player browser-based rocket-building game using Godot.
- Published game on Newgrounds, achieving 11,000+ views, 89 favorites, and 3.92/5.00 rating.
- Designed and implemented user interfaces and a progression system with 12 unlockable rockets, 24 paints, persistent multipliers, and client-side save import/export.
- Improved gameplay and performance through iterative bug fixes and updates based on player feedback and crash reports.
- Ensured cross-browser compatibility and optimized front-end performance for seamless web deployment.

EDUCATION

East Tennessee State University

Johnson City, TN

Bachelor of Science in Computing

GPA: 3.5/4.0

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, C#, Python, SQL, ABAP, Java

Front-End: React, HTML/CSS, WCAG 2.0

Back-End: .NET, Node.js, REST APIs

Cloud/DevOps: AWS, Docker, CI/CD

Tools: Git, Jira, Figma, ServiceNow, Power BI, Power Automate