Ethan Houston

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FDUCATION

THE UNIVERSITY OF TEXAS AT AUSTIN

BS IN COMPUTER SCIENCE May 2022 | Austin, TX

HENRY M. GUNN HIGH SCHOOL

May 2018 | Palo Alto, CA

THE INTERNATIONAL SCHOOL OF BEIJING

June 2017 | Beijing, China

COURSEWORK

Computer Organization & Architecture
Probability and Statistics
Statistics in Market Analysis
Data Structures
Discrete Mathematics
Multivariable Calculus
Longhorn Startup
Stanford ICME workshops:
Statistics
Deep Learning
Natural Language Processing

LANGUAGES

English Mandarin Chinese Norwegian Bokmål

EXPERIENCE

WATSHOUT | SOFTWARE ENGINEERING MANAGER, CO-FOUNDER March 2018 - Present | San Francisco, CA

- Developed minimum viable product for **Android** and **web** apps before recruiting and supervising a team of nine software developers to increase feature set
- Created and managed Google Cloud infrastructure running a Python (Flask) back-end, closely integrated with Firebase
- Forged connections with Google's **Cloud** and **Map** teams, had weekly meetings to ensure cloud strategy was on track
- Facilitated communication between developers and designers in order to quickly and efficiently implement new designs

TECHNICAL SKILLS

- Strong understanding of Java (emphasis on Android)
- Experienced in managing cloud infrastructure (primarily Google Cloud Platform), utilizing Google APIs (particularly Maps), and using Firebase
- Extensive knowledge of Python with particular regard to RESTful APIs and Machine Learning
- Exposure to Scheme/Lisp through coursework
- Cursory knowledge of front-end web development

PROJECTS

Static Site Generator

- Generate web pages from Markdown using Python
- Blog post categorization using Google Natural Language Processing APIs
- Used to create personal site ethanhouston.com

Jiaohuan 交换

- An app to exchange business cards directed at the Chinese market
- Created Android app in Java and implemented a 'bump' feature to connect users
- Used Amazon Web Services to host a Python (Django) back-end

RESEARCH

STANFORD BIOENGINEERING | MACHINE LEARNING ASSISTANT January 2018 – March 2018 | Stanford, CA

- Used game film, mouthguard-sensor data, and **TensorFlow** in **Python** to analyze traumatic head impacts in Stanford football players
- Created visualizations of head-impact location based on player position