

Ethan Yee

APPLIED COMPUTING (COMPUTER SCIENCE) MAJOR · UNIVERSITY OF WASHINGTON

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Education

University of Washington, Bothell

Bothell, Washington

BACHELORS IN APPLIED COMPUTING (COMPUTER SCIENCE)

Sep. 2019 - Jun. 2023

- **Concentration:** Data Science · **GPA:** 3.64/4.00 · Annual Deans List
- **Coursework:** Data Structures and Parallelism · Intro to Algorithms · Statistics · Data Visualization · Data & Society · Technical Writing · Software Engineering · Hardware & Operating Systems · Intro to CyberSecurity · Database Systems

Skills

Programming C/C++ · Python · Java · Javascript · Haskell · SQL · R · React.js · Swift · Elixir · Assembly · Ruby
Concepts Neural Network · Algorithms · Regression Analysis · Data Analytics · Probability · Statistics
Toolkit d3.js · bash/zsh · Unix/Linux · Kubernetes · Docker · Tableau · Hadoop · Spark · Powershell

Work Experience

Two Sigma

New York City, New York

SOFTWARE ENGINEER INTERN

Jun. 2023 - Sep. 2023

Google

Seattle, Washington

SOFTWARE ENGINEER INTERN (GOOGLE CLOUD)

Sep. 2022 - Present

- Enhanced user experience for data organization by integrating column configuration into a public-facing table element
- Refined complex networking algorithms to mutate the size and transfer of large files between servers
- Demonstrated quality developer work through design, implementation, presentation, and deployment in a live production environment

Meta

Mountain View, California

SOFTWARE ENGINEER INTERN

Jun. 2022 - Sep. 2022

- Develop and manage the front-end and back-end of a fact checking web application using **React Native**, **PHP**, **Swift**, and **Apache**
- Integrated multiple partner systems using **Node.js** and **MySQL** and presented features and bug fixes to Meta's iOS applications
- Optimized and deployed our full-stack application to the cloud server using **Docker** and **Linux** and troubleshoot issues quickly in tests

Apple

(Remote) Cupertino, California

SOFTWARE ENGINEER INTERN (TDG)

Sep. 2021 - Mar. 2022

- Created a full-stack web application that automated process for component materials using **Flask** and **React.js**
- Created a secure pipeline to manage the transfer of data between Apple servers using **Elixir**, **Swift**, and **Flask**
- Developed and trained synthetic data to increase the accuracy of **Region-Based Convolutional Neural Networks** by **38%**
- Implemented a fast and scalable way to generate realistic synthetic 3d models for training CNNs using **Blender** and **Python**

Apple

(Remote) Cupertino, California

SOFTWARE ENGINEER INTERN (MAC OS)

Jun. 2021 - Sep. 2021

- Responsible for the plan-driven development of accessibility tools for MacOS using Swift and Objective-C
- Migrated existing Swift documentation to reflect changes to codebase and asynchronous processes between devices
- Developed web sockets and listeners to communicate between devices and managed synchronized workflows using secure connections between OS

PayPal

(Remote) San Jose, California

SOFTWARE ENGINEER INTERN (PAYMENT SECURITY)

Sep. 2020 - Dec. 2020

- Organized the design of a new Database Management System and led efforts to produce efficient and reliable back-end services
- Secured and developed new algorithms for payment securities for online payments using symmetry encryption and ssl using C++ and Python
- Maintained the security and reliability of data pipelines, and led automation efforts for payroll transactions

Microsoft

(Remote) Redmond, Washington

SOFTWARE ENGINEER INTERN (SECURITY SYSTEMS)

Jun. 2020 - Sep. 2020

- Implementing system security hardening guidelines on system Integrity and performing functional testing on systems after security hardening
- Responsible for re-scaling over 64 applications to meet security practices for Windows using C++ and Windows Powershell
- Utilized common hashing and salting practices to follow Station-to-Station protocol to secure Azure databases in Windows 10