

Ethan Phan (he/him)
Computer Scientist

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About Me

- Skilled problem-solver who is extremely intrigued by computing and technology.
- Seeking to develop and implement new computing systems and programs that are efficient in performing their tasks and are highly accessible as well as useful for the user.
- Good teamwork and communication skills with English, Vietnamese, and Spanish proficiency.

Field Skills and Tools

- Has fundamental skills and project-based experience with Python, Java, JavaScript, Scala, and HTML/CSS.
- Has an understanding of and uses OOP and FP in projects and coursework. In addition, has a fundamental understanding of and project-based experience with the Bottle Web Framework. Able to connect to databases as well as execute commands to create, insert, and select from tables using SQLite3.

Education

- B.S. Computer Science, University at Buffalo, The State University of New York May 2024
 - GPA: 4.00
 - Awards: Dean's List (Fall 2021, Spring 2022), Pride of New York Scholarship
 - Current Courses: CSE220 -Systems Programming, CSE250 -Advanced Data Structures, GLY105 - Natural Hazards/Climate Change Lab, JPN101 - Introductory Japanese

Experience

- Model United Nations, Chairman, September 2020 - February 2021
 - Oversaw a total of over 50 Delegates through various topics for different UN committees alongside a co-chair. Researched major world issues, collaborated with a co-chair on the creation of background guides used by delegates in the committee, led and moderated delegate debates, and answered delegate questions about the committee and committee topics.
- Con Edison Demonstrator, Volunteer, August 2019 - February 2020
 - Led adults and children through various interactive scientific exhibits and demonstrations at the City of Science: World Science Festival and aboard the USS Intrepid. Demonstrated ideas such as Rotational Momentum, Chromatography, and the Coriolis Effect.

Projects

- Self-Checkout Machine (Scala)
 - Engineered a Self Checkout Machine that takes in a barcode and gives the price of an item associated with a barcode. The system calculates a subtotal, tax, and a total given the items that were scanned.
- Enemy Artificial Intelligence (Scala)
 - Designed a computer-controlled enemy for a web-based game. Uses Artificial Intelligence to find and eliminate other players in the game.
- Web Application (Python, JavaScript, HTML)
 - Employed Python and the Bottle Web Framework, JavaScript AJAX GET/REQUEST Functions, and a JavaScript/HTML front end which is used to display bar, pie, and line charts and graphs containing CDC Vaccination data via an updated CSV File.