

Ethan Chiang

EXPERIENCE

Software Development Engineer — Amazon, Santa Monica CA

MAR 2022- Present

Develop technology used by the [Amazon Style](#) store

- Designed and implemented a multi-use component on a fitting room tablet to display static/interactive/media content with React
- Designed and implemented new data labeling pipeline and deployed ML models to replace 100+ hours of human labor work each month on product labeling, built with AWS SageMaker, Glue, Lambda and S3
- Designed and implemented new data flow to ingest missing data and apply business logic to provide aggregated product data to ops, ML and BI teams. Removed the need for downstreams to consume multiple data sources and replaced them with one central source of truth
- Worked with different teams to understand the requirements, then onboarded Style to Amazon Ads and enable valuable customer interaction data attribution back to the system
- Work with multiple teams to onboard Style to Amazon auto-reporting financial system in order to generate accurate P&L reports, resulting in 10 hours of reduction in human labor each month
- Tech: Javascript/TypeScript, Java, Python, AWS

Software Developer — Embodied/Moxie Robot, Pasadena CA

OCT 2020 - FEB 2022

Develop Human Robot Interaction (HRI) software on [MOXIE](#) robot

- Improved users tracking/recognizing module and delivered a 30% boost in face tracking accuracy
- Designed and implemented interactive event/holiday module that triggers by real events set in the parent mobile app
- Tech: openCV, C++

Game Developer — UC Davis, Davis CA

Dec 2019 - OCT 2020

Unity C# Gameplay programmer and game designer for simulation game

- Designed and implemented the resource distribution system and the needs satisfaction system, both are essential for the game [Space Zoologist](#)

Lead Code Instructor — [Hackingtons](#), Pleasant Hill, CA

May 2017 - OCT 2020

Web development, Python programming, Unity game development

- Led a classroom of 10-15 kids

Software Engineering Intern — JustEaze, Davis, CA

Oct 2019 - Jan 2020

Client-attorney service web services

- Designed and implemented the file uploading feature

EDUCATION

UC Davis, Davis, CA — *B.S. of Computer Science* GPA: 3.7

CONTACT

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Links

[LinkedIn](#)

[GitHub](#)

[Portfolio](#)

TECHNICAL SKILLS

Programming Language:

JavaScript/TypeScript, C+, C#, Java, Python, HTML, CSS

Game: Unity (C#), HTML5 game (JavaScript)

Technology:

AWS Lambda/DynamoDB/S3/Glue/SageMaker, React, Node.js, opencv, GTest, CMake,

Project Management: Git, design doc writing, agile development, scrum master

CERTIFICATIONS

Responsive Web Design, Free Code Camp, 2018

JavaScript Algorithm and Data Structure, Free Code Camp, 2019

LANGUAGES

English

Chinese

Japanese