Ethan Lanting

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Education

University of Texas at Austin, College of Natural Sciences Austin, TX

Bachelor of Science in Computer Science *Aug. 2024 – May 2027 (Expected)*

Relevant Courses: Calculus I and II, Data Structures, Discrete Math, Computer Organization and Architecture

Technical Skills

Languages: HTML, CSS, JavaScript, TypeScript, Python, Java, PHP, SQL, C#, C, ARM Assembly
Frameworks & Libraries: Node.js, React (Next.js, React Native/Expo, Electron), Tailwind CSS, Flask, FastAPI, WordPress
DevOps, Cloud & Databases: GitHub Actions, Docker, Firebase, Supabase, AWS, NoSQL, PostgreSQL, MySQL, SQLite
Design & Analytics: Figma, PostHog, Google Analytics

Experience

Software Engineer Intern | *Planview*, Austin, TX *May 2025 – Present*

- Investigated and resolved internal bugs by reviewing legacy C# code and writing targeted unit and integration tests, improving code reliability and reducing reported issues by 30% in affected modules.
- Built and tested internal features for Planview's Portfolios product within a large-scale enterprise codebase using C#, ASP.NET, SQL, React, Docker, and AWS.
- Collaborated with QA and product teams in sprint planning and retrospectives to clarify requirements and improve team velocity.

Web Developer | *UT Austin Center for Media Engagement*, Austin, TX *Sept. 2024 – May 2025*

- Developed a Next.js dashboard integrated with Firebase Firestore to dynamically display user support requests, improving data accessibility and reducing support response times through real-time request tracking.
- Built an asynchronous CSV export feature in JavaScript to streamline report generation, improving data accuracy and accessibility by converting JSON to CSV with dynamic headers, ISO 8601 date formatting, and user ID-email mapping.
- Co-developed custom WordPress frontend template sections for CME's 2024 Annual Report using PHP, Timber, and ACF, enhancing user experience and expediting content updates for non-technical stakeholders.

Extracurricular Activities

Project Lead | *Longhorn Developers*, Austin, TX *Sept. 2024 – Present*

- Led the development an open source mobile app designed to streamline campus dining for UT students, by coordinating a team of four developers, enforcing clean coding practices, and setting up CI/CD pipelines with GitHub Actions.
- Redesigned React layout components for UT Registration Plus, a student-built web tool that simplifies course selection at UT Austin, by collaborating with designers and PMs to identify usability issues and improve UX—resulting in a more intuitive interface used by 50,000+ students during registration.
- Implemented a highly requested color picker feature in a large React + TypeScript codebase—used by thousands of UT Austin students—by collaborating with designers to refine UI/UX and shipping it with zero post-launch bugs.
- Drove engineering quality across a 15+ person agile team by managing GitHub Projects, facilitating sprint planning, and improving code reliability through thorough pull request reviews and mentorship on best practices.

Projects

UT Dining | *Expo React Native, TypeScript, Supabase, Zustand, Puppeteer, SQLite, Drizzle ORM, Render, GitHub Actions*

- Led the end-to-end full stack development a campus dining app with 1,000+ active users by overseeing a cross-functional team of four developers and two designers, enforcing clean coding practices, and implementing CI/CD pipelines via GitHub Actions.
- Implemented an offline-first caching system using SQLite and Drizzle ORM to locally store daily menus, reducing network requests by 80% and ensuring a seamless experience without internet access.
- Deployed a cloud-based scalable Puppeteer web scraper on Render with scheduled cron jobs and concurrent page scraping to update menus every 24 hours, automatically syncing 300+ menu items to Supabase for accurate, real-time dining content.
- Engineered a fast, user-friendly mobile UI using FlashList, React Native MMKV, and memory-efficient React patterns, resulting in reduced load times by 60% and improving UX across devices.

Medceptor | *Next.js, TypeScript, Tailwind CSS, Supabase, Zustand, Shadcn/UI, Framer Motion, OpenAI, OpenPipe, Vercel*

- Coordinated with a team of developers to create an AI-driven virtual EMT field training officer for 100+ EMTs at UEMR—the nation's #1 collegiate EMS organization—providing simulated medical calls, skill assessments, and differential diagnoses to bridge classroom learning with real-world response powered by OpenAI API.
- Fine-tuned a domain-specific LLM using retrieval-augmented generation (RAG) with medical textbooks and implemented role-based access control (RBAC), rigorously validating responses through prompt testing to ensure alignment with EMT protocols and improve medical accuracy.
- Developed the user interface using Figma, React, Tailwind CSS, and TypeScript to create a clean, accessible training experience, increasing student engagement and enabling full EMT call simulations without external instruction.
- Conducted user testing sessions with 10 EMT trainees to evaluate usability and training effectiveness; gathered qualitative feedback and behavioral insights that led to improvements in scenario realism and interface clarity, resulting in a 40% increase in user satisfaction during pilot testing.