

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 2028

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

EXPERIENCE

Web Developer | *UT Austin Center for Media Engagement*, Austin, TX

Sept. 2024 – Present

- 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 template sections for CME's 2024 Annual Report using PHP, Timber, and ACF, enhancing user experience and expediting content updates for non-technical stakeholders.

LEADERSHIP & EXTRACURRICULAR ACTIVITIES

Project Lead / Software Engineer | *Longhorn Developers*, Austin, TX

Sept. 2024 – Present

- Led the development of UT Dining, a 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 thousands of 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.

Build Team Developer | *Texas Convergent*, Austin, TX

Sept. 2024 – Present

- Engineered mobile platform using Expo React Native framework, implementing core features including geolocation services, photo upload functionality, and real-time issue tracking for citizen-government communication.
- Implemented Firebase backend integration for real-time data synchronization and user authentication, ensuring reliable and secure data flow between mobile clients and the database.
- Collaborated effectively with product managers and designers in agile environment to translate user requirements into technical specifications, iterate on UI/UX improvements, and ensure seamless integration of design assets.

PROJECTS

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.
- 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.

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

- Led the development of UT Dining, a campus dining app with 200+ active users, by overseeing a team of four developers, 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 Supabase network requests by 80% and ensuring a seamless experience without internet access.
- Deployed a cloud-based Puppeteer scraper on Render with scheduled cron jobs 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 React performance patterns (e.g., memoization), resulting in reduced load times by 60% and smoother UX across devices.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, Java, PHP, SQL, C#, C, ARM Assembly

Frameworks & Libraries: Node.js, React (Next.js, React Native/Expo), Tailwind CSS, Flask, FastAPI, WordPress

DevOps, Cloud & Databases: GitHub Actions, Docker, Firebase, Supabase, AWS, Vercel, PostgreSQL, SQLite, Drizzle

Design & Analytics: Figma, PostHog, Google Analytics