Ethan Lee

(626) 261-8137 | ethanplee24@gmail.com | ethan-p-lee.vercel.app | linkedin.com/in/ethan-p-lee

EDUCATION

University of California, Los Angeles — Los Angeles, CA
Bachelor of Science in Computer Science — *Sep. 2023 – June 2027*

- **Relevant Coursework**: Data Structures & Algorithms, Computer Organization, Software Construction, Machine Learning/Data Science, Operating Systems, Computer Graphics, Linear Algebra, Discrete Mathematics

EXPERIENCE

Hubcap — Los Angeles, CA
Community Outreach Strategist — *Aug. 2025 – Present*

- Spearheaded campus launch strategy by organizing 5 tech events, achieving 237 student signups in the first month.
- Analyzed user feedback from 52 beta testers to prioritize roadmap, delivering 3 UI improvements in 2 weeks.
- Established partnerships with 4 UCLA tech orgs, expanding pipeline from 10 to 14 and adding 150+ potential users.

Bruin Plan — Los Angeles, CA
Full Stack Developer & Project Lead — *Apr. 2025 – May 2025*

- Architected MERN stack app processing 15,000+ course combinations to optimize student schedules.
- Implemented secure MongoDB database with role-based access, supporting 500+ concurrent users.
- Integrated Google OAuth 2.0 authentication, improving signup-to-login conversion from 55% to 80%.
- Developed dynamic programming algorithm reducing average schedule conflicts from 3.1 per user to 2.0.

IoT Pet Feeder System — Los Angeles, CA
Backend Engineer — *May 2024 – Jun. 2024*

- Designed RESTful API connecting React frontend to Arduino hardware, serving 100+ daily requests.
- Reduced device control latency from 5s to under 2s by optimizing WebSocket connections.
- Automated hardware testing pipeline with C++ scripts, cutting QA time from 5 hours to 3 hours.

PROJECTS

Journal Buddy | *Next.js, TypeScript, Supabase, PostgreSQL, OpenAI API* — Jun. 2025 – Aug. 2025

- Built AI journaling platform scaled to 300+ active users with 99.8% uptime.
- Increased returning users from 40% to 64% by engineering vector search with Pinecone.
- Cut pre-release bugs from 20 per sprint to under 10 by implementing 85% test coverage with Jest and Cypress.

MNIST Digit Classifier | *PyTorch, Python, CNNs, CUDA* — Oct. 2024 – Dec. 2024

- Developed CNN achieving 99.9% accuracy on 70,000 MNIST images with PyTorch.
- Reduced training time from 10h to 6h by applying GPU acceleration and data augmentation.

Unity Game Development | *Unity, C#, Git, itch.io* — Sep. 2023 – Mar. 2024

- Published 2 indie games on itch.io, achieving a 4.7-star average rating across 500+ reviews.
- Led cross-functional team of 5 developers using Agile methodology, delivering project 2 weeks ahead of schedule.
- Reduced duplicated code from 500+ lines to under 200 through modular OOP design.

TECHNICAL SKILLS

Languages: C++, C#, TypeScript, JavaScript, Python, HTML/CSS, SQL
Frameworks: Next.js, Express.js, Tailwind CSS
Libraries: React, Node.js, PyTorch, TensorFlow, pandas, NumPy, Matplotlib, Selenium
Tools: Git, Docker, AWS, GCP, MongoDB, PostgreSQL, Firebase, Linux, Vercel, Jest, Unity, Unreal Engine
Focus Areas: Full Stack Development, Cloud Deployment, APIs, Machine Learning, Agile, Database Design