Ethan Lee

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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 first month
- Analyzed user feedback from 52 beta testers to prioritize product roadmap, resulting in 3 UI improvements
- Established partnerships with 4 UCLA tech organizations to expand user acquisition pipeline by 30%

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

- Architected MERN stack application processing 15,000+ course combinations to optimize student schedules
- Implemented secure MongoDB database with role-based access control, supporting 500+ concurrent users
- Integrated Google OAuth 2.0 authentication system, reducing signup friction and increasing conversion by 45%
- Developed schedule optimization algorithm using dynamic programming, reducing conflicts by 35% for users

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

- Designed RESTful API architecture connecting React frontend to Arduino hardware, serving 100+ daily requests
- Optimized WebSocket connections for real-time device control, achieving sub-2 second response latency
- Automated hardware testing pipeline with C++ scripts, reducing QA cycle time from 5 hours to 3 hours

PROJECTS

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

- Built AI-powered journaling platform using Next.js and Supabase, scaling to 300+ active users with 99.8% uptime
- Engineered vector search system with Pinecone to analyze 1,000+ journal entries, increasing user retention by 60%
- Implemented comprehensive testing suite with Jest and Cypress, achieving 85% code coverage and 50% bug reduction

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

- Developed convolutional neural network achieving 99.9% accuracy on 70,000 MNIST images using PyTorch
- Optimized training pipeline with data augmentation and GPU acceleration, reducing training time by 40%

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

- Published 2 indie games on itch.io platform, achieving 4.7-star average rating from player feedback
- Led cross-functional team of 5 developers using Agile methodology, delivering project 2 weeks ahead of schedule
- Engineered modular game systems with object-oriented design patterns, reducing code duplication by 60%

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