

Ethan Perello 62 W 91st St, New York, NY | ethanperello@gmail.com | 917-768-1309
<http://linkedin.com/in/EthanPerello> | <https://ethanperello.github.io/> | <https://github.com/EthanPerello>

SUMMARY

Creative and versatile software developer specializing in game development, interactive web applications, and AI-driven tools. Skilled in building full-stack systems using Unity, React, and Python, with experience in blockchain integration and AI content generation. Combines strong technical implementation with intuitive design to create engaging user experiences. Seeking roles in software, game, or web development.

EDUCATION

Tulane University – *Bachelor of Science, Economics* New Orleans, LA | 2023
Relevant Coursework: Calculus I & II, Algorithms, Discrete Math, Computer Systems and Networking, Data Science, Machine Learning | *Honors:* Tulane Leadership Merit Award
Hunter College High School – *High School Diploma* New York, NY | 2019
SAT: 1550/1600 | *Honors:* National Hispanic Scholar Award, National Merit Scholar Finalist
Harvard edX Course – *Introduction to Game Development* Remote | 2023

PROFESSIONAL EXPERIENCE

DataAnnotation – *AI Software Developer* Remote | 2024 – 2025
- Designed complex math and coding prompts to evaluate reasoning and problem-solving in AI models.
- Developed 2D/3D games, apps, and web tools to include in creating challenging prompts.
- Analyzed and debugged AI-generated code, providing step-by-step breakdowns.
- Debugged and corrected AI-generated API calls, improving model robustness in real-world application tasks.
- Reviewed diverse project code, gaining exposure to multiple development stacks.
Mighty Oak – *Animation & Research Intern* Remote | 2022
- Researched animation trends and innovation to inform content strategy.
- Proposed original content ideas and created executive-facing pitch decks to support creative development.
Jigsaw Productions – *Production Assistant* New Orleans, LA | 2021
- Supported on-set logistics and interview coordination for Netflix's *How To Change Your Mind*.

PROJECT EXPERIENCE

NPC Forge – *AI Character Generator for Games*
- Built production Next.js/TypeScript platform integrating 6+ OpenAI models with 30+ releases
- Architected real-time chat system with AI personality consistency and portrait editing via text prompts
- Implemented IndexedDB storage with advanced filtering, CRUD operations, and automated documentation
- Designed scalable multi-model AI architecture with usage tracking, error handling, and responsive UI
On-Chain City Builder – *Blockchain-Integrated Game*
- Developed Unity 3D multiplayer simulation with Dojo/StarkNet smart contracts for persistent storage
- Implemented real-time economic simulation with interdependent building systems and resource management
- Architected grid-based gameplay with optimized controls, interactive UI, and multiplayer leaderboard
Medieval Fantasy RPG – *Unity Game with AI Systems*
- Engineered 3D RPG using Unity C# with modular character progression and combat mechanics
- Implemented finite state machine AI with Unity NavMesh pathfinding for intelligent enemy behaviors
- Designed inventory management, quest tracking, and companion AI with custom animation controllers

SKILLS

Programming: JavaScript/TypeScript, Python, C#, C/C++, HTML/CSS, SQL, Cairo
Frameworks & Tools: Unity, React/Next.js, Git, VS Code, Tailwind CSS, Bash/Shell
AI & Data Science: OpenAI API, Pandas, NumPy, Scikit-learn, XGBoost
Creative: Blender, Photoshop, Illustrator, Premiere Pro
Other: Sports Analytics, Music Production, Drawing & Illustration, Spanish