

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

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*.
Jigsaw Productions – *Archivist Intern* New York, NY | 2018
– Archived footage from diverse sources, organizing metadata for Discovery's *Why We Hate*.
Jigsaw Productions – *Research Intern* New York, NY | 2017
– Conducted in-depth research and image sourcing for ESPN's *Enhanced* series.

PROJECT EXPERIENCE

Game Development – *On-Chain Game Competition & Personal Projects* Remote | 2023 – 2025
– Built a blockchain multiplayer city builder in Unity, integrating Dojo/Starknet for persistent game state.
– Designed core mechanics like tile ownership, building logic, and player progression on-chain.
– Architected systems for smart contract interactions to handle real-time player data and asset transfers.
– Created 3D games and prototypes in Unity, integrating assets and environments built in Blender.
– Designed and animated custom scenes, models, and interactions for gameplay and cinematic storytelling.
Machine Learning – *Kaggle ML Competition* New Orleans, LA | 2022 – 2023
– Built classification models using Logistic Regression and XGBoost to predict March Madness outcomes.
– Extracted features from seeding, KenPom, FiveThirtyEight, and betting data; cleaned historical datasets.
– Optimized models via cross-validation and feature tuning to improve accuracy.
Data Science – *NYC School Closures Analysis* New Orleans, LA | 2022
– Analyzed demographic and performance data to predict school closures using logistic regression models.
– Discovered strong correlation between dropout rates of male and Black students and school closures.
– Visualized disparities across gender and race; emphasized need for targeted policy interventions.

SKILLS

Languages & Frameworks: Python, JavaScript, TypeScript, SQL, C++, C, C#, PHP, Go, Swift, Kotlin, Rust, Bash, R, Ruby, Lua, Cairo
Dev Tools: Unity, Three.js, React, Node.js, Svelte, Flutter, Vue.js, Next.js, Angular, Git, Docker, Ruby on Rails, SwiftUI, Kotlin Multiplatform, RapidAPI, Gradle, Maven, GraphQL
Data & ML Tools: Pandas, NumPy, Scikit-learn, Matplotlib, Seaborn, Plotly, PyTorch, TensorFlow, PySpark, XGBoost, Tableau, Jupyter
Creative Tools: Photoshop, Illustrator, Premiere, After Effects, Blender, Logic Pro, Audacity
Other: Sports Analytics, Music Production, Drawing & Illustration, Spanish