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## SUMMARY

Creative and technically driven software developer with a strong foundation in game development, interactive web apps, and machine learning. Experienced in building full-stack systems, AI-driven tools, and games using Unity, React, and Python. Currently seeking full-time roles in software, game, or web development.

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## 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

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## 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*.

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## PROJECT EXPERIENCE

**Game Development** 2024  
– Built 3D games with real-time combat, AI, and inventory systems (Unity/Blender)  
– Created a multiplayer city sim with blockchain-based tile ownership and on-chain game state using Dojo/StarkNet  
– Designed game UIs, camera controls, custom assets, and smart contract interactions  
**Machine Learning & Data** 2024  
– Predicted NCAA outcomes using seed, stat, and betting data; implemented models with cross-validation and log-loss scoring  
– Trained logistic regression models to predict NYC school closures; identified equity gaps and achieved 99% accuracy on historical data  
**Web & Application Development** 2023  
– Built full-stack tools like an election simulator, user dashboard, and restaurant site with responsive UIs and API integration  
– Implemented authentication, access control, and modern UI patterns across multiple projects

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## SKILLS

**Programming Languages:** Python, JavaScript, TypeScript, C, C#, C++, Lua, Cairo, HTML, CSS, SQL  
**Dev Tools:** Unity, React, Git, GitHub, VS Code, Bash/Shell  
**Data & ML Tools:** Pandas, NumPy, Scikit-learn, Matplotlib, Seaborn, Plotly, XGBoost, Tableau, Jupyter  
**Creative Tools:** Photoshop, Illustrator, Premiere, After Effects, Blender, Logic Pro, Audacity  
**Other:** Sports Analytics, Music Production, Drawing & Illustration, Spanish