Ethan Perello
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SUMMARY
Full-stack software developer specializing in AI-powered applications and game development. Proven ability to ship production-ready platforms integrating cutting-edge AI APIs with robust system architecture. Experience building blockchain games, Unity 3D systems, and scalable web applications using React, TypeScript, and modern development practices. Strong background in prompt engineering and multi-model AI orchestration.

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 Platform
- Built production Next.js/TypeScript platform integrating 6+ OpenAI models with 30+ feature releases
- Architected real-time chat system with AI characters and IndexedDB character library with CRUD operations
- Designed scalable multi-model architecture with usage tracking, error handling, and responsive UI
- Implemented AI-powered portrait editing via text prompts and comprehensive documentation system
Detective Game – Blockchain + AI Murder Mystery
- Built blockchain-first game for Dojo Game Jam 6 combining GPT-4o dialogue with on-chain mechanics
- Implemented dynamic AI suspect interrogation featuring unique personalities revealing clues naturally
- Architected hybrid system recording critical game state on Starknet with off-chain dialogue generation
Medieval Fantasy RPG – Unity Game with AI Systems
- Engineered complete 3D RPG using Unity C# with character progression, inventory, and quest systems
- Implemented intelligent enemy AI using finite state machines and NavMesh for realistic combat behaviors
- Designed equipment-based stat modification system with companion AI and custom animation controllers

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SKILLS
Programming/Tools: JavaScript/TypeScript, Python, C#, C/C++, HTML/CSS, SQL, Cairo, Git, VS Code
AI & Machine Learning: OpenAI API (GPT-4, DALL-E), Prompt Engineering, Pandas, NumPy, Scikit-learn
Game Development: Unity, NavMesh AI, Animation Controllers, 3D Physics, State Machines, Blender
Web Dev/Blockchain: React/Next.js, Node.js, IndexedDB, Tailwind CSS, Starknet, Smart Contracts, Dojo
Creative/Other: Photoshop, Illustrator, Premiere Pro, Sports Analytics, Music Production, Spanish