Ethan Santos

626-235-2593 | ethanangelo61@gmail.com | linkedin.com/in/ethanmadeit | github.com/EthanSantos | Irvine, CA

EDUCATION

University of California, Irvine — Irvine, CA
Bachelor of Science in Computer Science — *December 2025*
- **Relevant Coursework:** Data Structures and Algorithms, Data Management, Computer Organization, Object Oriented Programming, User Experience/User Interfaces, Web Application Development, Software Testing, C/C++ Programming

TECHNICAL SKILLS

Languages: JavaScript/TypeScript, Java, Python, SQL, C, C++, Swift, Lua, HTML, CSS
Other: Next.js, React/React Native, Flask, TailwindCSS, JUnit, jQuery, AWS, Docker, Node.js, Git, Firebase, Supabase

EXPERIENCE

Software Engineer Intern | Blue Social — June 2024 – Present
- Integrated an iOS app into React Native, utilizing Swift bridge modules and Thirdweb's React hooks to implement blockchain functionalities, enhancing user engagement by 25% through tokenized rewards for social interactions.
- Implemented Thirdweb SDK using JavaScript for secure wallet connections and smart contract interactions, enabling 10,000+ blockchain transactions, improving transaction security by 30% and user interaction by 25%.
- Optimized wallet data retrieval protocols by integrating the Basescan API for real-time currency conversion rates and using Axios for efficient API requests, reducing latency for over 1,000+ beta users during blockchain-related operations.

Software Developer | Fusion at UCI — April 2024 – Present
- Programmed FUSION's club website using React with a component-based architecture, incorporating React Router for dynamic navigation and state management to facilitate event coordination and communication for 100+ members.
- Collaborated with 3 designers to implement responsive, high-fidelity designs using Tailwind CSS and DaisyUI, optimizing component rendering to reduce page load times by 20%, ensuring consistent UI/UX across devices.
- Engineered reusable components and custom hooks in React for shared logic, reducing code duplication by 30% and improving maintainability, streamlining development and enhancing performance by minimizing re-renders.

Game Developer | Buzzy.gg — March 2024 – September 2024
- Developed a global server search system using TeleportService and MemoryStores to cache and manage server data, enabling seamless player connections across multiple regions, increasing player connectivity and expanding game reach by 30%.
- Configured HTTP JSON protocols to transmit game data securely between client-side and reserve servers, utilizing memory caching to reduce latency and boost data reliability by 20%.
- Developed a queue system to efficiently manage the marketplace for user-uploaded custom props, prioritizing items for display and improving marketplace visibility by 25%, resulting in a smoother upload process and user experience.

Technical Founder | AIMSTARS ⬈ — June 2020 – March 2024
- Launched a shooter game programmed in Lua with 9 million plays, 15,000 monthly active users, and over $30,000 in revenue, driven by engaging gameplay and effective in-game monetization.
- Designed AI-driven bots using the Pathfinding Service for human-like movement, incorporating obstacle avoidance and dynamic path recalculations, boosting player engagement by 40% and retention rates by 25%.
- Integrated a global leaderboard system using ProfileService to track and persist player scores in real-time, efficiently handling large-scale data updates and increasing competition and user engagement by 35%.

PROJECTS

FabFlix | *Java, JavaScript, MySQL, AWS EC2, Tomcat, jQuery, Docker, Kubernetes* — March 2024 - June 2024
- Deployed a movie browser on AWS EC2 with Tomcat, hosting 20,000 movies, ensuring high availability and scalability.
- Set up CI/CD pipelines for automated testing, integration, and deployment, cutting deployment time by 50%.
- Boosted website performance by 15% through MySQL connection pooling, Apache load balancing, and AWS auto-scaling.

NagaGuard ⬈ | *React, Flask, MySQL, Python, JavaScript, Bootstrap, Gemini AI* — April 2024
- Developed a full-stack web app that transcribes medical records into clinical codes, reducing medical coding time by 99%.
- Constructed a MySQL database to manage 200+ of medical records, patient data, and user authentication.
- Utilized Flask for backend development, managing SQL queries and serving data through RESTful APIs.

AWARDS

1st place | Coinbase OnChain Summer Buildathon | Project: **Blue Social** ⬈ — August 2024
1st place | UCR BearHacks - Best Startup | Project: **NagaGuard** ⬈ — April 2024