

# Ethan Santos

626-235-2593 | [ethanangelo61@gmail.com](mailto:ethanangelo61@gmail.com) | [linkedin.com/in/ethanmadeit](https://www.linkedin.com/in/ethanmadeit) | [github.com/EthanSantos](https://github.com/EthanSantos) | [Portfolio](#)

## EDUCATION

### University of California, Irvine

*Bachelor of Science in Computer Science*

Irvine, CA

June 2026

- **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, Agile

## 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 Basescan API and Axios, reducing latency by 60% for 1,000+ beta users during blockchain operations and improving real-time currency conversion accuracy.

### Full Stack Developer | UCI ZotBins Research Team

October 2024 – Present

- Integrated the Mapbox Directions API with Expo Location to provide real-time navigation, automatically determining the nearest ZotBin based on the user's coordinates and offering walking directions, improving user convenience by 30%.
- Developed a real-time leaderboard system using React Native and Firebase, dynamically managing user rankings based on points, increasing user retention by 25% and boosting app engagement by 30% through competitive gamification.
- Programmed an XP-based progression system leveraging Firebase timestamps to track daily activities, awarding dynamic XP for quiz participation, item scanning, and first daily logins, enhancing user engagement and retention.

### Software Developer | Fusion at UCI

April 2024 – September 2024

- Engineered FUSION's club website using React and React Router, implementing component-based architecture and state management, resulting in 30% improved event coordination efficiency 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.

### 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%.
- Implemented a global leaderboard system with ProfileService, managing real-time score updates for 100+ concurrent players, resulting in a 35% increase in user engagement and competition.

## 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