

Ethan Santos

626-235-2593 | ethanas1@uci.edu | [linkedin](#) | [github](#)

EDUCATION

University of California, Irvine

Bachelor of Science in Computer Science

Irvine, CA

Sep 2023 – Jun 2025

- GPA: 3.9/4.0
- Relevant Coursework: Design and Analysis of Algorithms, Introduction to Data Management, Project in Databases and Web Applications, Programming in C/C++ as a Second Language, Introductory Computer Organization

Mount San Antonio College

Computer Science Transfer

Walnut, CA

Aug 2021 – Jun 2023

- GPA: 3.94/4.0
- Relevant Coursework: Data Structures and Algorithms, Discrete Mathematics, Java and Object Oriented Programming
- Activities: Mt. Sac Computer Science Club Officer, Honors Program

EXPERIENCE

Game Developer

Mar 2023 – Present

Buzzy.gg

Remote

- Wrote advanced Lua scripts to create immersive gameplay and interactive features, enhancing user engagement.
- Consistently met project deadlines and delivered high-quality work, completing numerous deliverables.
- Effectively communicated with a small team of four other developers and actively participated in project discussions to ensure project success.
- Contributed to the development of a game allowing users to easily create and play their own games, widely utilized by thousands of students in classrooms through Code Camp.

PROJECTS

NagaGuard | [Link](#) | [GitHub](#) | *React, Flask, MySQL, Python, JavaScript, Bootstrap, Git*

Apr 2024 – Present

- Developed a full stack application to at a 24-hour hackathon at UCR, resulting in winning the "Best Startup" award.
- Transcribes medical records into clinical codes using Gemini AI, reducing medical coding time by 99%.
- Setup a MySQL database to manage medical records, patient data, and user authentication.
- Used Flask to handle SQL queries and serve as a REST API to send information back to React as the frontend.
- Handled the state logic for all of the React components and API calls to the Flask server.

AIMSTARS | [Link](#) | *Lua, Roblox Studio, Visual Studio Code*

Jun 2020 – Present

- Developed a first-person shooter aim trainer video game, amassing over 8.8 million plays worldwide.
- Implemented bots with human-like movement patterns with advanced pathfinding.
- Integrated a global leaderboard system with a custom datastore module to track and display player scores.
- Developed a multiplayer gamemode allowing players to practice aiming against each other.
- Enabled cross-platform compatibility, making the game playable on both PC and mobile devices.

Good Eats | [Link](#) | [GitHub](#) | *React, Flask, MySQL, Python, JavaScript, MaterialUI, Git*

Apr 2024

- Developed a full stack web application in 36 hours at LA Hacks where users can input parameters like height, desired weight, and budget to create a customized meal plan.
- Implemented Gemini AI to dynamically generate meals through a custom prompt derived from user inputs.
- Utilized MySQL to handle user authentication and store user data.
- Used Flask to handle different HTTP requests, error handling, and SQL queries.
- Integrated Bing Search API to fetch images for each meal.

Guess The Build | [Link](#) | *Lua, Roblox Studio, Visual Studio Code*

Jan 2022 – Feb 2023

- Achieved over 150,000 plays worldwide.
- Developed a multiplayer guessing game where players guess the item built by an assigned builder.
- Created a player feedback system with Discord webhooks to transfer data updates from Roblox using POST requests.
- Created a block building system with raycasting to detect surfaces where the player is placing a block.
- Incorporated in-game microtransactions with MarketplaceService to handle purchase requests and process receipts.

TECHNICAL SKILLS

Languages: C++, Java, Python, Lua, JavaScript, MySQL, HTML/CSS, x86 Assembly

Frameworks: React, Flask, Node.js, JUnit, Bootstrap, Material-UI

Developer Tools: Git, Figma