

Ethan Santos

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EDUCATION

University of California, Irvine

Irvine, CA

B.S., Computer Science; GPA: 3.9

June 2025

- 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

EXPERIENCE

Game Developer

Mar 2023 – Present

Buzzy.gg

Remote

- Developed a game builder that impacted thousands of students in classrooms through CodeCamp.
- Created a global server search system with TeleportService that enabled players join any user-created game instance.
- Integrated HTTP JSON protocols to send data about players' games to a reserve server, enhancing data accuracy by 20%.
- Established and configured a database system to track likes to enable players to rate user-created games.

Founder/Developer

Jun 2020 – Present

AIMSTARS - [Link](#)

Remote

- Developed a first-person shooter game, amassing over 8.9 million plays worldwide and 15 thousand monthly active users.
- Implemented bots with human-like movement patterns using the Pathfinding service.
- Integrated a global leaderboard system with ProfileService to track and display player scores.
- Added a multiplayer gamemode, allowing players to practice against each other, boosting player engagement by 40%.
- Utilized MarketplaceService to create in-game developer products, generating over \$30,000 in revenue.

PROJECTS

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

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%.
- Set up a MySQL database to manage hundreds of medical records, patient data, and user authentication.
- Utilized Flask to handle SQL queries and serve as a REST API to send information back to React as the frontend.
- Managed state logic for all React components and API calls to the Flask server.

SpaceTro | [Link](#) | [GitHub](#) | *React, Flask, PostgreSQL, Supabase, TailwindCSS, Gemini AI*

May 2024

- Developed an educational full-stack web app to inspire people to explore astronomy.
- Fine-tuned SQL queries to minimize latency, achieving a response time of under 200ms for data retrieval.
- Integrated the Gemini API with custom prompt engineering to generate educational articles and quizzes, enhancing the learning experience with interactive content.
- Implemented a real-time leaderboard using Supabase to rank users based on their quiz scores, fostering a competitive and engaging learning environment.
- Set up RESTful API endpoints to handle user authentication, profile data storage, and quiz scoring.

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

Apr 2024

- Built a full-stack web app in 36 hours at LA Hacks that creates personalized meal plans based on user inputs.
- Implemented Gemini AI to dynamically generate 3 meals through a custom prompt derived from user inputs.
- Reduced page load times by 30% through efficient state management, resulting in a smoother user experience.
- Used Flask to handle different HTTP requests, error handling, and SQL queries.
- Integrated Bing Search API to fetch images for each meal.

SKILLS

Languages: C/C++, Java, Python, Lua, TypeScript, JavaScript, SQL, HTML/CSS

Tools: NextJS, React, Flask, AWS, Node.js, JUnit, Bootstrap, TailwindCSS, Material-UI, Git

LEADERSHIP ACTIVITIES

Awards: Dean's Honors List, Best Startup Award at BearHacks, Best User Experience Award at Roblox x USC Game Jam

Organizations: Hack at UCI, Fusion at UCI