# Ethan Santos

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## EDUCATION

**University of California, Irvine**                                                          Irvine, CA
*B.S. in Computer Science*                                                                    *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

## SKILLS

**Languages**: Java, Python, TypeScript, JavaScript, SQL, C, C++, Swift, Lua
**Tools**: React, React Native, Flask, AWS, Node.js, JUnit, jQuery, Bootstrap, TailwindCSS, Material-UI, Git

## EXPERIENCE

**Software Engineer Intern**                                                          Jun 2024 – Present
*Blue Social*                                                                    *Riverside, California*
- Integrated an existing iOS app into React Native, utilizing bridge modules for cross-platform compatiblity and Thirdweb's React hooks to enable Web3 functionalities, optimizing user experience across different devices.
- Implemented Thirdweb SDK for secure wallet connections, enabling over 10,000 real-time blockchain transactions, which improved transaction security by 30% and increased user interaction with Socialize-to-Earn smart contracts by 25%.
- Developed features to read and display wallet data on the blockchain, enhancing transparency for 1,000+ beta users, and streamlined Thirdweb Smart Wallet setups via email, reducing login times by 40%.

**Game Developer**                                                                    Mar 2024 – Present
*Buzzy.gg*                                                                                      *Remote*
- Improved player connectivity and accessibility by creating a global server search system with TeleportService, enabling players to join any user-created game instance, which expanded the game's reach and usability.
- Enhanced data management and accuracy by integrating HTTP JSON protocols, which improved the reliability of player data on reserve servers by 20%, streamlining game operations and analytics.
- Boosted community interaction and feedback by establishing a database system to track likes, allowing players to rate user-created games, which enhanced user engagement and provided valuable feedback to developers.

**Founder/Developer**                                                                 Jun 2020 – Present
*AIMSTARS - Link*                                                                              *Remote*
- Developed a first-person shooter game, amassing over 8.9 million plays worldwide, maintaining 15 thousand monthly active users and generating over $30,000 in revenue.
- Enhanced game realism and challenge by implementing bots with human-like movement patterns using the Pathfinding service, significantly improving player experience and game dynamics.
- Boosted player engagement by 40% by adding a multiplayer game mode that allows players to practice against each other, increasing interaction and time spent in-game, leading to higher user retention rates.

## PROJECTS

**NagaGuard** | Link | GitHub | *React, Flask, MySQL, Python, JavaScript, Bootstrap, Gemini AI*          Apr 2024
- Engineered a full-stack application at a 24-hour hackathon at UCR, winning the "Best Startup" award by utilizing Gemini AI to transcribe medical records into clinical codes, 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 manage SQL queries and serve as a REST API for transmitting data to the frontend, while managing state logic for all React components to handle API calls with Axios, ensuring smooth data flow and responsive user interactions.

**SpaceTro** | Link | GitHub | *React, Flask, PostgresSQL, 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.
- Implemented a real-time leaderboard using Supabase to rank users based on their quiz scores, fostering a competitive and engaging learning environment.

**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.
- Used Flask to handle different HTTP requests, error handling, and SQL queries.