Ethan Davidson

Software Engineer

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Education

California State University Fullerton, Bachelor's in Computer Science

August 2019 - May 2023 (Expected)

Relevant Coursework: Data Structures & Algorithms in C++, Math Structures I & II, Computer Organization & Assembly Language, Swift Programming, File Structures & Database Systems, and Calculus I.

Skills

- **Software**: TypeScript (6yrs), HTML/CSS, Angular/React/Vue, Python, Swift, Go, C++
- **Tools**: VS Code, Git/GitHub, Node.js, Deno, MATLAB, Adobe Illustrator/Photoshop, XCode

Experience

Google - Student Training in Engineering Program (*STEP) Intern*

May 2021 - August 2021 (3mos)

- Worked closely with another intern to create a new dashboard for an internal reporting application.
- Attended various workshops and built skills in unit testing, C++, Java, Angular, and code health.
- Wrote database access layer in C++ and contributed to Angular frontend and integration testing.

Code Ninjas Sensei

June 2020 - April 2021 (10mos)

- Created exciting learning resources and experiences while tutoring young, aspiring code ninjas (kids ages 6-17) in various programming skills such as typing, Scratch, Lua, JavaScript, and Python.

Association for Computing Machinery Webmaster - *California State University Fullerton*

May 2020 - PRESENT

- Led group of volunteers to create the website on GitHub and Vercel during Spring 2021 semester. This includes preparing for weekly meetings, practicing my leadership and project management.
- Update site information, fix bugs, improve old features, as well as engineer new features.

Projects

Sacafi - *Wi-Fi Sharing Platform*

Code: github.com/EthanThatOneKid/sacafi

- Created a full-stack webapp using Vue, Express, and MongoDB in which users post about real-world open wi-fi networks (i.e.: public libraries, cafes, etc) for others to study.
- Included features like user authentication, favoriting, voting, commenting, and sharing.

Stickies - *Real-Time Sticky Note Collaboration Tool*

Demo: stickies.ethandavidson.com | *Code:* github.com/EthanThatOneKid/stickies

- Created a platform with vanilla JavaScript, CSS, and Firebase that includes creating panels for editing, organizing, and sharing sticky notes with other platform users.

NeoLang - *Scripting Language for Browser Automation*

Homepage: neolang.dev | *Code:* github.com/EthanThatOneKid/neo-cli

- Wrote a simple interpreter in TypeScript that executes tasks in a simulated browser instance.
- I also built a documentation generator, a homepage, and a testing suite for the Neo project.

Garden - *Text-Based Gardening Simulator*

Code: github.com/EthanThatOneKid/garden | *Release:* github.com/EthanThatOneKid/garden/releases/tag/v1.0

- Developed a text-based gardening game in Go with an intuitive input/output interfacing system.
- The game utilizes a recursive algorithm to grow and render plants in custom ASCII art.