Software Engineer Ethan Davidson

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Experience

Google - Software Engineering (*SWE) Intern*

May 2022 - August 2022 (3mos) | Kirkland, Washington

- Assisted Dataplex UI team, gave updates at team meetings, and helped review code.
- Used Angular and RxJS to build a new component to debug various Dataplex Action UI states.
- Gave a project presentation detailing the findings and result of my intern project.

Google Student Training in Engineering Program (STEP) Intern

May 2021 - August 2021 (3mos) | Remote CA

- 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) | Garden Grove, California

- 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 Vice President and Webmaster

May 2020 - PRESENT | California State University Fullerton (CSUF)

- Led group of volunteers to create a 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: etok.codes/sacafi

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

Stickies - *Real-Time Sticky Note Collaboration Tool*

Demo: stickies.ethandavidson.com | *Code:* etok.codes/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:* etok.codes/neo-cli

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

Garden - *Text-Based Gardening Simulator*

Code: etok.codes/garden | *Release:* etok.codes/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.

Education

California State University Fullerton, Bachelor's in Computer Science

August 2019 - May 2023 (Expected)

Skills

- **Software**: TypeScript (7yrs), HTML/CSS, Angular/React/Vue, Python, Swift, Go, C++
- **Tools**: VS Code, Git/GitHub, Node.js, Deno, MATLAB, Adobe Illustrator/Photoshop, XCode