ETHAN DAVIDSON

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EDUCATION

California State University, Fullerton (CSUF)   Fullerton, CA
Bachelor of Science in Computer Science   *May 2025*

TECHNICAL SKILLS

Programming: TypeScript/JavaScript, Python, Go, C++, Java, SQL, Shell, Protobuf, RDF, OpenAPI
System Design: Docker, AWS, GCP, Linux, Nix, Terraform, CI/CD, Git, Redis, MongoDB, PostgreSQL
AI & LLMs: TensorFlow, ChatGPT, ElevenLabs, Ollama, Groq, Zero-Knowledge Systems, HuggingFace

EXPERIENCE

Software Engineering Intern   May 2022 – August 2022
Google   *Kirkland, WA*
- Architected and shipped production features for Google Dataplex UI platform using Angular and RxJS
- Engineered a reactive state configuration system that reduced testing time by 40%
- Implemented comprehensive test coverage and CI/CD pipelines for critical UI components
- Drove technical design reviews and delivered impact presentations to senior engineers

Student Training in Engineering Program (STEP) Intern   May 2021 – August 2021
Google   *Remote, CA*
- Owned full-stack development of critical Hotel Center promotions dashboard using Java and Angular
- Optimized BigTable access patterns and refactored legacy C++ services for 2x throughput
- Designed and implemented RESTful APIs to streamline data flow between services
- Spearheaded cross-team quality initiatives and drove successful production deployment

PROJECTS

RoundUp for Impact (RuFi) | *First Place Winner, HackSC 2024*   Nov 2024
- Built real-time market analysis with DAIN, winning 1st place among 100+ teams
- Shipped Next.js fintech platform using ZK crypto, SingleStore, Polygon API, and Anyone Protocol
- Cut onboarding time 60% via multilingual voice UI and streamlined OAuth flow

Open Source Software Team | *Association for Computing Machinery, CSUF*   Aug 2020 – May 2024
- Scaled developer community from 0 to 100+ contributors across 20 production open-source tools
- Launched technical accelerator with 10 workshops per semester, driving 15 successful project launches
- Established engineering culture through Git workflows, code reviews, and async collaboration

FullyHacks | *Hackathon Infrastructure Platform*   Aug 2021 – May 2024
- Architected full-stack event platform with Next.js, serving 300+ users and multiple sponsor integrations
- Engineered real-time event automation system using Node.js, Discord API, and Digital Ocean
- Drove 100% participant engagement through seamless registration and project submission flows

Deno Blocks | *Visual Programming Platform, Deno Subhosting Hackathon Overall Winner*   Jan 2024
- Pioneered no-code TypeScript deployment platform using Fresh framework and Deno Subhosting
- Architected scalable user authentication and persistent storage using GitHub OAuth and Deno KV
- Recognized by Deno creator Ryan Dahl for technical innovation and developer experience