Ethan Davidson

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Skills

Frontend: JavaScript/TypeScript (9+ years), HTML/CSS, React, Svelte, Vue, Angular, A11y, UI/UX, Swift
Backend: Node.js, Deno, Python, Go, C++, Java, OpenAPI, SQL, PostgreSQL, SQLite, MongoDB, Next.js
Tools: Git/GitHub, Shell, CI/CD, Linux, Nix, Terraform, MATLAB, Google Cloud (GCP), AWS, Googling
AI/LLM: OpenAI, ChatGPT, Copilot, Ollama, Gemini, Groq, TensorFlow, Hugging Face, Modal, Modus
Soft skills: Self-motivated, patient, hardened work ethic, advanced troubleshooting abilities
Activities: Collecting, solving puzzles, LEGO, retro programming, competitive play, meeting new people

Experience

Google Software Engineering Intern
May 2022 - August 2022 (3mos) | Kirkland, WA

- Developed software for the Google Dataplex UI team, designed, tested, reviewed code, and presented application results to engineers.
- Designed and implemented a reactive UI state configuration tool, streamlining Dataplex Action UI testing in Angular and RxJS environments.

Google STEP Intern
May 2021 - August 2021 (3mos) | Remote

- Collaborated with the project team to develop a dashboard for an internal hotel promotions reporting application for Google Hotel Center partners.
- Contributed to the C++ BigTable access layer, Java middleware, Angular frontend, integration testing, and technical documentation to assist developers in maintaining the project.
- Organized pivotal meetings, including Bug Bash, and guaranteed product launch.
- Improved code health and modernization of outdated C++ code platform through planned contributions to combat growing tech debt.

Projects

Deno Blocks - Visual IDE to develop and deploy TypeScript (Deno) code
Demo: blocks.deno.dev | Code: blocks.deno.dev/github | Deno Subhosting Hackathon **winner**

- Created an in-browser visual code editor with drag-and-drop support using Fresh and Blockly.
- Implemented Deno Kv persistent storage and GitHub OAuth2 authentication.
- Awarded "Most fun" and "Ryan's Favorite" Deno Subhosting hackathon submission by Ryan Dahl.

Open Source Software team - Association for Computing Machinery (ACM) at CSUF
Demo: acmcsuf.com/oss-docs | 100+ contributors | Fall 2020-Spring 2024

- Led 20+ open-source projects, weekly community syncs, and interactive workshops, empowering 100+ contributors and guiding project teams to enhance technical skills.
- Organized a hackathon series with 10 technical workshops, leading to 15 project submissions.

FullyHacks - Hackathon event platform
Demo: acmcsuf.com/hackathons | 300+ hackers in 2021, 2022, 2023, and 2024

- Spearheaded the development of the event's official website using Next.js, enabling participants to register, view event details, and explore sponsor information.
- Developed and deployed a custom Discord bot using Node.js and Discord.js to streamline participant check-ins and manage virtual attendees.

Education

California State University, Fullerton (CSUF) Bachelor of Science
Data Structures & Algorithms, Object-Oriented Programming, Computer Architecture, Operating Systems, Databases, Discrete Mathematics, Statistics, AI, Physics, Software Engineering, x86 Assembly, File Structures & Databases, Android/Swift, Game Design, Cloud Computing & Security