Ethan Davidson

Software Developer

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Education 🎓

California State University Fullerton, Bachelor's in Computer Science

⏳ *August 2019 - May 2023 (Intended) | 3.18 Latest Term GPA* 🧠

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

Skills ✨

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

Experience 💪

Google - *STEP Intern*

⏳ *May 2021 - August 2021*

- 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*

- 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.

ACM - *Webmaster at 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.
- I routinely 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

- Using Vue, Express, and MongoDB, I created a full-stack webapp in which users post about real-world open wi-fi networks (i.e.: public libraries, cafes, etc) for others to study.
- The platform includes 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

- With vanilla JavaScript, CSS, and Firebase, I created a platform 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

- In TypeScript, I wrote a simple interpreter that executes tasks in a simulated browser instance.
- I also wrote 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

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