

Ethan Davidson

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EDUCATION

California State University, Fullerton (CSUF)

Fullerton, CA

Bachelor of Science in Computer Science

Expected 2024

- Coursework: Data Structures & Algorithms, Object-Oriented Programming, Computer Architecture, Operating Systems, Databases, Discrete Mathematics
- Additional Focus: Statistics, AI, Physics, Software Engineering, x86 Assembly, File Structures & Databases, Android/Swift, Game Design, Cloud Computing & Security

EXPERIENCE

Software Engineering Intern

May 2022 – August 2022

Google

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

STEP Intern

May 2021 – August 2021

Google

Remote

- Collaborated with the project team to develop a dashboard for 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
- 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- Improved code health and modernization of outdated C++ code platform through planned contributions to combat growing tech debt

Open Source Software Team Lead

Fall 2020 – Spring 2024

Association for Computing Machinery (ACM) at CSUF

Fullerton, CA

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

PROJECTS

Deno Blocks | *Visual IDE to develop and deploy TypeScript (Deno) code*

2023

- 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*

2020 – 2024

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

FullyHacks | *Hackathon Event Platform*

2021 – 2024

- Spearheaded development of event's official website using Next.js, enabling participants to register 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

TECHNICAL 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