Ethan Davidson

Software Developer

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Education 🎓

California State University Fullerton, Bachelor's in Computer Science

⏳ *August 2019 - May 2023 | 3.17 Major GPA* 🧠

- Relevant Coursework: Data Structures & Algorithms in C++, Math Structures, Technical Writing, File Structure & Database, and Calculus I & II

Skills ✨

- Software Development: TypeScript, C++, Python, Go, HTML/CSS
- Tools: VS Code, Git/GitHub, Node, Adobe Illustrator/Photoshop

Experience 💪

Code Ninjas Sensei

⏳ *June 2020 - PRESENT*

- I create exciting learning resources and experiences while tutoring young, aspiring code ninjas in various programming skills such as typing, Scratch, Lua, JavaScript, and Python.

ACM *- Competition Manager at California State University Fullerton*

⏳ *May 2020 - PRESENT*

- I organize teams and manage logistics, enabling club members to have unforgettable programming competition experiences.

Projects 🚀

Somesort *- Interactive Sorting Animator* 📊

Demo: ethanthatonekid.github.io/somesort | *Code:* github.com/EthanThatOneKid/somesort

- Using React and TypeScript, I developed a webapp that implements various sorting algorithms in a visually satisfying user experience, styled with SCSS.

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.

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.