



Ethan James

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COMPUTER SCIENCE MAJOR

Results driven **Computer Science student with 2 years of experience** designing applications, and video games. Proven ability to utilize algorithms and data structures to **optimize software performance**. Available for work **between November 2025, and March 2026**.

Technical Excellence: Highly proficient in **C# (Unity)**, and **Python (Scikit-Learn, Pandas)**

Impact-Driven Development:

Built a **random forests machine learning model** that can predict whether a car is road safe with **97% accuracy** on test data. Developed a zombie horror game using Unity that **had a spawning algorithm** designed to make it so that the user is very likely to **experience a jump scare while playing**. Also developed a render distance rule for object instantiation **to optimize frame rate while playing**.

Seeking a Machine Learning internship to enhance my machine learning skills by **enhancing my practical experience** through integrating AI capabilities into the gaming business **through ML Ops processes**.

EDUCATION

University of Otago, NZ

Bachelor of Science with Software Engineering Major,
and Computational Modelling Minor

Dunedin, Otago

Expected Graduation, December 2026

Grade: **8.1 GPA**

- **Concentrations:** Software Development Using Java
- **Related Coursework:** Data Structures and Algorithms, Operating Systems, Programming with Python, Teamwork

EXPERIENCE

Software Tester

uTest

Feb 2025 - Pres

- Discovered a high severity bug **for Soft2Bet, and F1TV** that was approved by moderators as important enough **to fix desperately**
- Participated **in over 10** software test cycles

Freelance Unity Developer

ongoing

Nov 2024 - Pres

- Developed a zombie horror game that **had a spawning algorithm** designed to make it so that the user is very likely to **experience a jump scare while playing**
- Volunteered in organised a Game Jam competition at Otago University which is a game development competition at the university

Freelance Python Developer

ongoing

Feb 2024 - Pres

- Automated **internship opportunity search** through the development of a "Internship Web Scraper" application making internship opportunity search **over 10x faster**
- Built a **random forests machine learning model** that can predict whether a car is road safe **with 97% accuracy on test data**
- **Tech Stack:** Python, Scikit-Learn, Pandas, Selenium, Beautiful Soup

SKILLS

- **Programming:** Java, Python (Scikit-Learn), C#
- **Database Management:** SQL (PostgreSQL)
- **Game Development:** Unity (C#)
- **Testing and Automation:** Test Driven Development, Continuous Integration
- **Development Tools:** VS Code, Git
- **Software Development Practices:** REST API Development, Don't Repeat Yourself, Predictive and Adaptive Methodologies

KEY PROJECTS

Internship Web Scraper

Jun 2025 - Pres

- Automated **internship opportunity search** through the development of a "Internship Web Scraper" application making internship opportunity search **over 10x faster**
- Used **a greedy algorithm** to make the program pick the **best five links** to scrape based on **keyword matching**
- **Tech Stack:** Python, Selenium, BeautifulSoup, Tkinter

ANDIE (A Non Destructive Image Editor)

Feb 2025 - Pres

- Collaboratively developed image editor application where my main responsibilities were setting up the CI pipeline **improving development productivity by over 20%**
- Also responsible for adding **a macro feature** which allowed users to record sequences of image operations making efficiency of imaging editing on the application **over 5x faster**
- **Tech Stack:** Java, Swing, Continuous Integration, Git, GitHub, Docker

• Zombie Horror Game

Nov 2024 - Pres

- Developed a zombie horror game using Unity that **had a spawning algorithm** designed to make it so that the user is very likely to **experience a jump scare while playing**
- Integrated **a web server, and database** to make it so that users can see how they **compare to other players scores** through a leaderboard feature
- **Tech Stack:** Unity (C#), JavaScript, SQL, Git, GitHub