

Ethan Chen

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EDUCATION

Cornell University

Master of Engineering in Computer Science

Aug. 2025 - Present

Coursework: Machine Learning Engineering, HCI and Design, Trustworthy AI, Applied Cryptography

University of Illinois at Urbana Champaign

Bachelor of Science in Computer Science

Sep. 2021 - May 2025

Coursework: Database System, Applied Machine Learning, Deep Learning for Computer Vision, NLP, Computer System GPA: 3.74

EXPERIENCE

Bluffingface (online gaming platform)

Founder

Jul. 2025 - Present

- Raised over \$100K angel investment to launch Bluffingface, an online real-money poker platform.
- Innovated an immersive 3D poker experience using **three.js**, driving 1M+ cumulative hands played.
- Integrated GIDX payment processing platform, securely handling \$2M+ in player transactions.
- Deployed scalable backend on AWS EC2 with monitoring and resilience, supporting 800+ concurrent players.
- Drove product strategy and managed cross-functional team to deliver product and growth milestones.

Creatorain (AI influencer marketing startup)

Chief Information Officer

Oct. 2024 - Jun. 2025

- Spearheaded the development of creatorain.com, hosting weekly dev meetings and managing PRs on GitHub.
- Designed and prototyped the web app in React, MongoDB, and Redis, deployed with AWS Amplify.
- Engineered a database of 2 million influencers with PostgreSQL and Milvus.
- Presented AI-driven marketing solutions at IMTS and IFT conferences, securing new clients.

Software Developer

Jun. 2024 - Oct. 2024

- Optimized customer support AI chatbot for Nutr (Shark Tank) with Pinecone, reducing API costs by 90%.
- Automated email campaigns using LLM pipelines in Python.
- Built robust scrapers with Selenium and Puppeteer to engineer influencer data.

PROJECTS

Algophony (Deep Learning, Generative AI)

Developer (class project)

Jan. 2024 - May 2024

- Trained music generation models in PyTorch, implementing CVAE and diffusion architectures from papers.
- Engineered over 500GB of audio training data, employing tools like NumPy and Pandas.

LoopBop (Web Dev, 3D Modeling, Graph Database)

- Created a 3D music explorer game app, utilizing **three.js**, **d5.js**, **Typescript** and **React**.
- Optimized song queries with **Neo4j**, enabling fast retrieval of metadata for over 30k songs.
- Implemented real-time multiplayer gameplay with **websocket**.

Reinforced Poker (Reinforcement Learning)

- Trained an AI poker bot using **Q-Learning**, outperforming algorithmic bots and real players.
- Simulated 15 million games, running critical components in C/Cython and reducing training time by 30x.
- Deployed the bot to play online using **Javascript** and **jQuery**, enabling continuous reinforcement learning.

Bubble Synth (Web Dev, Signal Processing)

- Developed a creative music generator that generates evolving soundscapes stochastically.
- Leveraged **Tone.js** as the sound engine and optimized **React** hooks to reduce latencies for signal processing.

AltCredit (Data Engineering, Machine Learning)

- Designed a ML credit scoring system at HackIllinois '25, expanding loan access for undocumented individuals.
- Built a data pipeline using **PySpark**, updating the classification model in real time.

SKILLS

Python, JavaScript/TypeScript, C/C++, Scala, Swift, Java
React, SQL, PyTorch, Apache Spark, Neo4j, MongoDB, Git, AWS, GCP