Ethan Do

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EDUCATION

Princeton University **Princeton, NJ**

Bachelor of Science and Engineering in Computer Science, Minor in Statistics and Machine Learning **May 2026**

Relevant Coursework: Data Structures and Algorithms, Video Game Development, Introduction to Programming Systems, Advanced Programming Techniques, Introduction to Machine Learning, Reasoning About Computation, Linear Algebra

Programming Skills/Tools: Java, Python: NumPy, C#: Unity, C/Arm Assembly, JavaScript, SQL, HTML Markdown, Git

Experience

NashTech Global **Ho Chi Minh City, Vietnam**

AI Engineer Intern **June 2024 - August 2024**

- Participated in Comprehensive AI Training Program (Total Duration: 10.5 Weeks). Completed 6 hours of intensive training in PyTorch, VS Code + Remote Management, and End-to-End AI Project Solutions including Docker-Nvidia, K8S, Helm, and Microservices, followed by self-learning and practice sessions. Developed foundational skills in AI development environments and tools, emphasizing self-learning and practical application over 1.5 weeks. Executed a PyTorch-Based AI Application Development Assignment (3 Weeks). Designed and built a sample AI application using PyTorch
- Contributed to the development of a specific AI module, focusing on Generative Adversarial Networks (GANs) and One-Class Classification problems.
- Conducted extensive research, reviewing academic papers to inform AI model development strategies. Managed dataset collection, training, and validation processes, leveraging public datasets and open-source libraries for efficient model development. Integrated the AI model into the StepOne AI framework, optimizing it for real-world application. Deployed the model via a REST API, facilitating seamless connectivity with front-end applications.

PROJECTS

Advanced Programming Techniques **January 2024 - May 2024**

TigerSpot

- Worked with a team of 5 developers for a semester to build an application that displayed an image of a location on the Princeton University campus and allows for users to pin and guess the location on a map.
- Integrated CAS sign-in for secure user authentication. Implemented a feature to display a new landmark picture daily, encouraging regular user engagement. Utilized Leaflet JS for map interactions, enabling users to pin their guesses on a detailed campus map. Developed a dynamic scoring system based on proximity to the actual location and response time, with a leaderboard to display top scores. Ensured the web app was fully responsive across devices using HTML, CSS, JavaScript, and Bootstrap
- Utilized PostgreSQL for database management of image coordinates, user information, photos links, and archive photo links. Used Cloudinary Cloud Services to store photos and create unique links for databases. Deployed using Render to host web applications.

Platformer Video Game **October 2021 - January 2022**

- Designed a platform video game from scratch that allows users to traverse a 2D environment and interact with various entities and obstacles across the environment
- Used Unity's scene management in conjunction with C# scripting for multi-level functionality in order to keep track of user progression
- Created all in-game assets, such as character models, backgrounds, and animation sequences using Adobe Photoshop
- Wrote C# scripts by incorporating object-oriented principles, component-based design, and simulated forces to control character behavior, enemy AI, as well as interactive elements between characters and the environment
- Collaborated with peers to implement a version of rapid testing in order to expedite bug testing by a month

INTERESTS

Interests: Custom PC/mechanical keyboard building, Formula 1, powerlifting/swimming