

Ethan Do

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EDUCATION

Princeton University

Princeton, NJ

Bachelor of Science and Engineering in Computer Science, Minor in Machine Learning

Sep. 2022 – May 2026

Relevant Coursework:

Data Structures and Algorithms, Full Stack Development, Computer System Design, Startup Independent Research, Principles in Machine Learning, Video Game Development, Discrete Math, Linear Algebra

EXPERIENCE

Software Engineer/DevOps Intern

June 2024 – August 2024

NashTech Global

Ho Chi Minh City, Vietnam

- Implemented a solution for the King's College London Project that automated the transfer of applicant data, saving the team 15 hours per week in manual inputs and reducing data entry errors, while streamlining the project's migration to modern technologies.
- Utilized technologies including C#, .NET Framework, Entity Framework 6, Azure SQL Database, JavaScript, and Bootstrap to handle UI elements, parse XML data, and data storage, creating an optimized and intuitive user experience for team's engineers.
- Conducted comprehensive testing, covering 100% of edge cases, to ensure the accuracy and security of applicant data collection, minimizing errors and mitigating potential security vulnerabilities by 85%.

PROJECTS

CampusHunt | *Python, Flask, React, JavaScript, PostgreSQL, Google Cloud Services*

September 2024 – Present

- Developed a geo-guessing web app, CampusHunt, to help students explore obscure campus areas through gamified daily challenges.
- Implemented user analytics to track engagement patterns and optimize campus-specific content based on actionable insights.
- Led beta testing and integrated third-party services (e.g., Google Cloud) for scalable backend development and enhanced UI/UX accessibility.

Discord Study Assistant | *Python, Discord.py, Hugging Face API (GPT2)*

January 2024 – December 2024

- Developed a Discord bot with a Pomodoro timer to help users manage study sessions and break intervals.
- Integrated Hugging Face's GPT-2 model to answer study-related questions in real-time, enhancing learning support.
- Implemented music player that allows users to play, pause, and queue songs from YouTube, with real-time control over playback and volume adjustments.

TigerSpot | *Leaflet, PostgreSQL, Cloudinary, Bootstrap, JavaScript*

January 2024 – May 2024

- Led the development of an interactive web app that allows users to guess the location of Princeton University landmarks, utilizing Leaflet JS for map interactions and a dynamic scoring system based on proximity and response time.
- Designed and deployed the app with responsive UI using HTML, CSS, JavaScript, and Bootstrap, while managing image data and user information with PostgreSQL and Cloudinary for storage and unique link generation.

Platformer Video Game | *Unity Game Engine, C#, Adobe Photoshop*

September 2021 – January 2022

- Designed a 2D platform video game from scratch, enabling user interaction with various entities and obstacles in a traversable environment.
- Developed in-game assets, including character models, backgrounds, and animations, using Adobe Photoshop, and programmed behavior and AI using C# with object-oriented principles.
- Collaborated on rapid testing workflows to expedite bug testing, reducing development time by one month.

TECHNICAL SKILLS

Languages: Java, Python, C#, SQL, C, Arm Assembly, Golang, R Markdown, JavaScript, TypeScript, HTML/CSS
Technologies/Tools: Git, Agile, Google Cloud Platform, React, Flask, PostgreSQL, AJAX, jQuery, Bootstrap, Render, Cloudinary, Microsoft Azure, .NET Framework, EntityFramework6, numpy, pandas, Unity Game Engine, RStudio, Git, Adobe Photoshop, Adobe Premiere, Sony Vegas Pro