

ETHAN DO

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EDUCATION

Princeton University

Bachelor's, Computer Science

September 2022 - May 2026

- Relevant Coursework: Data Structures and Algorithms, Full Stack Development, Data Science, Functional Programming, Database Management, Computer Systems and Networks, Startup Research, Machine Learning, Video Game Development, Algorithm Theory

University of Hong Kong

Bachelor's, Computer Science

January 2025 - May 2025

PROFESSIONAL EXPERIENCE

EVAL

Software Engineer

Princeton, New Jersey

August 2025 - November 2025

- Implemented a real-time tournament leaderboard in Next.js using Convex, enabling seamless insertion and removal of player rankings with automatic client synchronization
- Designed and deployed a Convex-backed datastore to manage leaderboard state, leveraging schema-less configuration, reactive queries, and simplified data fetching compared to traditional PostgreSQL + Prisma workflows
- Integrated Convex with Clerk authentication and explored data reconciliation strategies for external player data, establishing a foundation for future RAG-based search and AI-driven features.

WIT Sports

Software Engineer Intern

New York City, New York

May 2025 - August 2025

- Built a fraud detection pipeline to uncover unauthorized posts of prize activations (e.g., car giveaways), preventing inflated contest entries and bot abuse
- Used Google Search API and Playwright/BeautifulSoup to scan for unapproved domains sharing activation links, filtering out known safe sites
- Deployed a headless crawler with Slack alerts and GitHub Actions scheduling for 30-minute scans, expanding fraud monitoring from 1 known site to 50+.

NashTech Global

Software Engineer Intern

Ho Chi Minh City, Vietnam

June 2024 - August 2024

- Built a .NET framework in C# to automate parsing and migration of XML-based applicant data from legacy systems into Azure SQL for King's College London
- Eliminated 15+ hours/week of manual data entry and reduced input errors by 80%, streamlining the school's transition to a modern tech stack
- Developed a lightweight internal UI with Bootstrap and Entity Framework 6 to ensure secure, reliable data migration.

PROJECTS

recipefy

January 2026 - Present

- Developed a real-time AR cooking assistant using YOLO-based ingredient detection and LLM-generated recipe recommendations.
- Engineered a Flask + OpenCV pipeline with asynchronous API calls, motion detection, and stability locking for smooth live performance.
- Designed the system to support cuisine suggestions, step-by-step guided instructions, and gamified cooking experiences.

Throughline

January 2026 - Present

- Built an AI-powered journaling app (Next.js, FastAPI, PostgreSQL) that analyzes user entries and generates weekly theme insights.
- Developed an NLP pipeline using sentence embeddings and agglomerative clustering to detect recurring patterns in unstructured text.
- Integrated LLM-based theme labeling and optimized analysis with similarity thresholds and entry limits for scalable performance.

SKILLS

Skills: Java, Python, C#, SQL, C/C++, Haskell, GoLang, JavaScript, HTML/CSS, Arm, Assembly, R

Frameworks and Libraries: React.js, Flask, Bootstrap, jQuery, AJAX, .NET, Entity Framework 6, NumPy

Tools & Platforms: Git, Agile, Google Cloud Platform, Microsoft Azure, Render, Cloudinary, Unity

Databases: PostgreSQL, SQLite3

Creative Software: Adobe Photoshop, Adobe Premiere Pro, Adobe Lightroom