

Ethan Do

1-609-437-6039 | ethando275@gmail.com | [linkedin.com/in/ethando275](https://www.linkedin.com/in/ethando275) | github.com/ethando275

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.
- Executed comprehensive tests to handle all cases, ensuring accuracy and security of applicant data collection.
- Conducted research on relevant technologies and followed Scrum in Agile methodologies to support NashTech Global's King's College London Project, maintaining strict compliance with non-disclosure agreements (NDA) with adherence to company standards and quality guidelines to ensure satisfactory products.

PROJECTS

CampusHunt | *Python, Flask, React, JavaScript, PostgreSQL, Google Cloud Services* September 2024 – Present

- Developed a geo-guessing mobile app designed to help students discover obscure and lesser-known areas of their campus through daily gamified challenges.
- Implemented user analytics and metrics tracking within CampusHunt, collecting data on user activity patterns, engagement times, and location preferences to provide actionable insights for campus-specific content optimization.
- Led beta testing and user feedback initiatives, driving continuous product improvements and optimizing UI/UX design for enhanced accessibility and user experience.
- Coordinated backend development, integrating third-party services (e.g., Google Cloud) for map hosting, image storage, and database management to support scalable and smooth gameplay.

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

Personal Website | *React, JavaScript, Bootstrap, HTML/CSS* January 2024 – Present

- Designed and developed a personal website to showcase my profile, projects, and portfolio.
- Integrated an interactive side-scrolling game feature that allows users to explore a timeline of my projects and experiences.
- [Website Link](#)

TECHNICAL SKILLS

Languages: Java, Python, C#, C, C++, Arm Assembly, Golang, R Markdown, JavaScript, TypeScript, SQL, HTML/CSS

Technologies: Git, 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

Libraries: pandas, NumPy, Matplotlib