Ethan Do

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ethando275.github.io/website2

EDUCATION

Princeton University   Princeton, NJ
Bachelor of Science and Engineering in Computer Science, Minor in Machine Learning   *Sep. 2022 – May 2026*

The University of Hong Kong   Hong Kong, Hong Kong
Bachelor of Engineering in Computer Science   *Jan. 2025 – May 2025*

Relevant Coursework:
Data Structures and Algorithms, Full Stack Development, Functional Programming, Database Management, Computer Systems and Networks, Startup Independent Research, Principles in Machine Learning, Video Game Development

EXPERIENCE

Software Engineer Intern   May 2025 – August 2025
WIT Sports   *New York City, New York*
- Designed and implemented a web scraping and fraud detection system using Playwright and Python to automatically identify unauthorized sharing of company activation links across public contest and giveaway websites.
- Integrated Google search API and dynamic site rendering support to monitor both known and previously undiscovered websites, enabling proactive detection of fraudulent activity with real-time Slack alerts.
- Built a modular, headless crawler with configurable inputs, rate-limiting, and robust error handling, supporting scheduled execution via GitHub Actions and enabling scalable and maintainable fraud monitoring.

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%.

Undergraduate Research   September 2024 – December 2024
Princeton University   *Princeton, New Jersey*
- Led backend development of a prototype startup app using Flask, PostgreSQL, and Google Cloud Services to implement secure authentication, scalable data management, and dynamic gameplay mechanics, supporting over 1,000 daily interactions during beta testing.
- Conducted user research and beta testing with 200+ participants, achieving a 75% daily retention rate and demonstrating the effectiveness of gamification in fostering sustained campus engagement and community interaction.

PROJECTS

CampusHunt | *Python, Flask, React, JavaScript, PostgreSQL, Google Cloud*   September 2024 – January 2025
- 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 insights.
- Led beta testing and integrated third-party services (e.g., Google Cloud) for scalable backend development and enhanced UI/UX accessibility.

TECHNICAL SKILLS

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