Ethan Do

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Education

Princeton University Expected May 2026
Bachelor of Science in Engineering in Computer Science, Minor in Statistics and Machine Learning *Princeton, New Jersey*

- **Relevant Coursework:** Data Structures and Algorithms, Full Stack Development, Computer System Design, Startup Independent Reserach, Principles in Machine Learning, Video Game Development, Discrete Math, Linear Algebra

Experience

NashTech Global June 2024 – Aug 2024
Software Engineer/DevOPs Intern *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

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.

Video Game Development September 2021 – February 2022
Platformer Video Game

- 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.

Technical Skills

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