

# Ethan Do

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ethando275.github.io/website2

## EDUCATION

### Princeton University

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

Princeton, NJ

Sep. 2022 – May 2026

### The University of Hong Kong

Bachelor of Engineering in Computer Science

Hong Kong, Hong Kong

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

WIT Sports

May 2025 – August 2025

New York City, New York

- 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+.

### Undergraduate Research

Princeton University

September 2024 – January 2025

Princeton, New Jersey

- Led backend development of a gamified campus exploration app using Flask, PostgreSQL, and Google Cloud, supporting 1,000+ daily beta interactions.
- Built secure authentication and dynamic gameplay logic to support real-time engagement and scalable user data management and analysis.
- Conducted beta testing with 200+ students, achieving a 75% daily retention rate and validating gamification's impact on campus engagement.

### Software Engineer Intern

NashTech Global

June 2024 – August 2024

Ho Chi Minh City, Vietnam

- 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

### CampusHunt | Python, Flask, React, JavaScript, PostgreSQL, Google Cloud

September 2024 – January 2025

- Developed a geo-guessing web app to help students explore 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 API and cloud services for scalable backend development.

## TECHNICAL SKILLS

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

**Frameworks & Libraries:** React, Flask, Bootstrap, jQuery, AJAX, .NET Framework, Entity Framework 6, numpy, pandas

**Tools & Platforms:** Git, Agile, Google Cloud Platform, Microsoft Azure, Render, Cloudinary, RStudio, Unity Game Engine

**Databases:** PostgreSQL, SQLite3

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