

Ethan Do

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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 – December 2024

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