

Ethan J. Pineda

(773) 732-1234 | EthanPineda2025@u.northwestern.edu | <https://github.com/ethanpaneraa> | <https://www.linkedin.com/in/ethanpineda/>

EDUCATION

Northwestern University

Evanston, IL

Bachelor of Arts in Computer Science, GPA: 3.6

Expected June 2025

Relevant Coursework: Data Structures and Algorithms, Game Design, Computer Systems, Artificial Intelligence

TECHNICAL SKILLS

Programming Languages: Python, JavaScript, HTML/CSS, C, C++, SQL, Racket

Software/Tools: React.JS, Angular.JS, p5.JS, Node.JS, Unix, Visual Studio, Visual Studio Code

WORK EXPERIENCE

Northwestern University Department of Computer Science

Evanston, IL

Undergraduate Teaching Assistant

June 2022–Present

- Dedicated 6-10 hours weekly for office hours to aid more than 200 students in Data Structures and Algorithms class
- Worked closely with Professor Vincent St. Amour to give feedback and grades on student code and examinations
- Awarded Outstanding Peer Mentor Award in recognition of high performance and dedication to student learning

Technological Innovations for Inclusive Learning and Teaching

Evanston, IL

Undergraduate Research Assistant

March 2022–Present

- Partnered with the BLINC project to enhance and implement interactive and accessible front-end features to improve user experience for the real-time multimodal learning analytics platform with 50 daily users
- Spearheaded the transition of BLINC codebase from Angular to React increasing code flexibility and readability
- Developed interactive website that combines Microsoft Microbit and p5.js to create interactive art that responds to users' physical movement, resulting in an immersive and engaging user experience for 20 5th grade students

PROJECTS

[Personal Website](#) (React, JavaScript, HTML/CSS, p5.js)

- Applied p5.js to add dynamic and interactive elements to the website such as animations and interactive graphics
- Implement responsive design techniques to ensure the website is optimized for all screen sizes and devices

[Flight Simulator](#) (C#, Unity Game Engine)

- Utilized Unity's physics engine to create a realistic flight simulation and C# to create game logic utilizing software engineering principles such as object-oriented design, version control, and testing
- Implemented features such as realistic flight dynamic, terrain mapping, and instrumentation displays

LEADERSHIP AND PROFESSIONAL DEVELOPMENT

Ruta Health

Evanston, IL

Student Developer

January 2023–Present

- Worked with healthcare startup and actively contribute to the development and launch of beta product, including leading the development of a React frontend with a NodeJS backend resulting in improved performance and scalability

Emerging Coders

Evanston, IL

Webmaster

September 2022–Present

- Led bi-weekly Leetcode review and portfolio building workshops sessions for first-generation, low-income students interested in the technology with an average attendance of 30 members
- Managed and led quarter-long full stack project, where I instructed a group of 25 students in the development of a full-stack project using React.JS, JavaScript, HTML/CSS, and various APIs

Society of Hispanic Professional Engineers

Evanston, IL

MentorSHPE Chair

March 2022–Present

- Directed mentorship program for 75 first-generation and low-income Latinx engineering/STEM majors
- Expanded overall participation in program by 70% through more emphasis on recruiting first-year undergraduates

Management Leadership for Tomorrow (MLT)

Washington, DC

Career Preparation Fellow

August 2022–Present

- Accepted into a selective 18-month professional development program for high-achieving diverse talent
- Attended conferences hosted by industry leaders, such as Deloitte, LinkedIn, and Target

Design and Innovation for Social Change

Evanston, IL

Student Developer

January 2022–June 2022

- Worked in a team of 5 to create a JavaScript application for Chicago Furniture Bank that calculate user's environmental impact with a web-based interactive calculator