Ethan Wong

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Experiences

SOFTWARE DEVELOPMENT ENGINEERING INTERN

June 2022-September 2022

Amazon — Prime Video & Amazon Studios, Culver City, CA

- Cut downtime by 80% with optimized Redshift scripts for locating faulty customer reports
- Automated SCaaS software data updates, resulting in 90% reduction in time spent importing data to tools
- Presented intern project to 10 other teams at the Amazon Hackathon to be integrated into their workflows
- Acquired industry-leading practices in code etiquette, review processes, documentation, and version control

OFFICE MANAGER April 2021-Present

Elevate Educational Services — San Marino, CA

- Supervise team of 10 instructors by giving assignments and creating weekly tutoring schedules
- Communicate with over 20 parents twice per week to keep them updated with their student's progress
- Compiled math and ELA curricula that encompassed over 200 lessons, resulting in a 25% increase in clients
- Cut supply and utility costs 10% by negotiating with suppliers and implementing energy-efficient practices

SALES AND BUSINESS DEVELOPMENT INTERN

June 2021-September 2021

Ariento — Business Department, Los Angeles, CA

- Secured 7 clients for CMMC cybersecurity testing by meeting with U.S. Department of Defense contractors
- Boosted overall team productivity by 25% by managing CRM using Okta, HubSpot, and ZoomInfo
- Increased social media traffic by over 60% by setting up Google advertisements to target new customers
- Learned about cybersecurity standards in the defense industry by shadowing system security professionals

ONLINE PRIVATE INSTRUCTOR

June 2020-October 2020

iD Tech Camps — Temple City, CA

- Tutored students of all ages for 10-12 weeks about programming using interactive lessons and projects
- Personalizing lessons to each client's skill level, resulting in 90% of customers requesting more lessons
- Shared helpful resources to over 50 other tutors to improve quality of classes across the entire company

Projects

FIRST PASS

React & Express — Schedule Planning at UCLA Made Easy

- Developed First Pass, a website designed to simplify the confusing course planning at UCLA
- Crafted the user-interface using Figma, HTML, CSS, and React to create an engaging front-end design
- Contributed to user-based collaborative filtering algorithm to create personalized schedules
- Conducted survey of 150 anonymous users, who said First Pass made class registration 5 times easier

KONTAGION

C++ — The Best Video Game You've Never Played

- Developed arcade-style video game based on eliminating bacteria and viruses in a Petri dish
- Implemented logic, mechanics, and interface using C++ along with graphics and sound libraries
- Created high score tracker along with 5 characters, 3 power-ups, 4 enemies, and 10 levels

Education

B.S. COMPUTER SCIENCE AND ENGINEERING

September 2019 - June 2023

UNIVERSITY OF CALIFORNIA, LOS ANGELES (UCLA)

- Relevant Coursework: Software Construction, Operating Systems, Database Management, Algorithms and Complexity, Computer Architecture, Computer Networking, Artificial Intelligence, Machine Learning
- Software Stack: Python, C++, C, JavaScript, Java, SQL, Redshift, React, CSS, Express, Git, Linux, Windows, macOS