

Ethan Wong

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CAREER OBJECTIVE

Motivated UCLA Computer Science graduate skilled in full-stack engineering, data science, and project management. Goal-oriented and eager to contribute expertise to a top software or technology company, while also striving to make a positive impact and shape the future of the world.

EDUCATION

B.S. in Computer Science and Engineering

University of California, Los Angeles (Sep 2019 – Jun 2023)

Engineering Dean's Honor List Award (2020 – 2021)

PROFESSIONAL EXPERIENCE

Amazon – Software Development Engineering Intern June 2022 – Sep 2022

- ❖ Cut downtime by 80% with optimized Redshift scripts for locating faulty customer reports
- ❖ Conducted code reviews and provided feedback to team members to improve code quality
- ❖ Created clear documentation and video tutorials for team to adapt database for future projects

Elevate Educational Services – Specialized Private Tutor May 2021 – Present

- ❖ Instructed over 15 students in Programming, Algebra, Geometry, Physical Science, SAT, and ACT
- ❖ Improved recurring clients' test scores by an average of 20% with use of personalized lessons

LEADERSHIP

exploretch.la @ UCLA – External Team Director April 2020 – May 2023

- ❖ Managed successful fundraising efforts, securing over \$60,000 in event funding and sponsorships
- ❖ Implemented innovative high school outreach strategies, causing a 250% increase in attendees

ACM-W @ UCLA – President April 2020 – May 2023

- ❖ Executed 15+ technical workshops, industry panels, networking nights, and holiday celebrations
- ❖ Kickstarted ACM-W social media platforms, leading to a 50% growth in event attendance

PROJECTS

FirstPass – Schedule Planning at UCLA Made Easy

- ❖ Created website using React and Express to help underclassmen decide which classes to take
- ❖ Parsed UCLA Registrar data and conducted 3 in-depth user studies to gauge consumer opinions
- ❖ Designed recommendation algorithm to find popular classes and create personalized schedules

Kontagion – 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++ and graphics and sound libraries
- ❖ Created high score tracker along with 5 characters, 3 power-ups, 4 enemies, and 10 levels

SKILLS

Python, C++, C, JavaScript, Java, SQL, Redshift, React, Node, Express, Git, CSS, Bash, Lisp, Arduino
Figma, MS Office, Google Suite, ZoomInfo, HubSpot, Acuity