

Ethan Wong

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EDUCATION

B.S in Computer Science and Engineering - UCLA

Graduation: 2023

GPA: 3.6 — Engineering Dean's Honor List Award (2020 – 2021)

Relevant Courses: Algorithms, Software Engineering, Operating Systems, Programming Languages, Computer Architecture, Business Economics, Business Law

WORK EXPERIENCE

Ariento — Sales and Business Development Intern

June 2021 – Present

- ❖ Secure clients to assist with cybersecurity compliance for US Government regulations
- ❖ Manage internal CRM using Okta, HubSpot, and ZoomInfo to boost productivity by 25%
- ❖ Collaborate with marketing team to manage budget, advertising, and online presence

Elevate Educational Services — Specialized Private Tutor

May 2021 – Present

- ❖ Tutor five recurring clients about Algebra I, Algebra II, Geometry, SAT, and ACT
- ❖ Provide students with supplemental assignments and personalized lesson notes

LEADERSHIP

explorettech.la @ UCLA - External Team Director

April 2020 – Present

- ❖ Lead External team in earning event funding, finding sponsorships, and high school outreach
- ❖ Work with Operations, Content, and Design teams to host engineering fair for LAUSD students
- ❖ Host Science Nights at Los Angeles schools to introduce students to computer science

ACM-W @ UCLA — Publicity and Outreach Chair

April 2020 – Present

- ❖ Plan and promote events like technical workshops, industry panels, and networking nights
- ❖ Increased participation in events by 20% through Facebook, Discord, and Slack advertising
- ❖ Oversee fundraisers and create merchandise to demonstrate ACM's presence on campus

PROJECTS

FirstPass — Schedule Planning at UCLA Made Easy

July 2020 – Dec 2020

- ❖ Designed and implemented the website using Figma, HTML, CSS, Bootstrap, and React
- ❖ Parsed data from UCLA Registrar and conducted 3 user studies to gauge consumer opinions
- ❖ Contributed to algorithm to determine most popular courses and recommended schedules

Kontagion — The Best Video Game You've Never Played

Jan 2020 – Mar 2020

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

SKILLS

Languages: Python, C++, C, JavaScript, Java, OCaml, Bash, Lisp, Scheme, Racket

Technologies and Misc: HTML, CSS, React, Git, Node.js, Arduino, Figma, ZoomInfo, HubSpot, Acuity