Ethan Houston

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FDUCATION

THE UNIVERSITY OF TEXAS AT AUSTIN

BS IN COMPUTER SCIENCE May 2022 | Austin, TX GPA: 3.93/4.0

HENRY M. GUNN HIGH SCHOOL

May 2018 | Palo Alto, CA

THE INTERNATIONAL SCHOOL OF BEIJING

June 2017 | Beijing, CN

COURSEWORK

Computer Org. & Architecture Probability and Statistics Statistics in Market Analysis Data Structures Discrete Mathematics Multivariable Calculus Longhorn Startup Stanford ICME workshops: Statistics Deep Learning

Natural Language Processing

LANGUAGES

English Mandarin Chinese Norwegian Bokmål

EXPERIENCE

WATSHOUT | SOFTWARE ENGINEERING MANAGER, CO-FOUNDER March 2018 - Present | San Francisco, CA

- Developed minimum viable product for **Android** and **web** apps before recruiting and supervising a team of nine software developers to increase feature set
- Created and managed **Google Cloud** infrastructure running a **Python (Flask)** back-end, closely integrated with **Firebase**
- Forged connections with Google's **Cloud** and **Map** teams, had weekly meetings to ensure cloud strategy was on track
- Facilitated communication between developers and designers in order to quickly and efficiently implement new designs

TECHNICAL SKILLS

- Strong understanding of Java (emphasis on Android)
- Experienced in managing cloud infrastructure (primarily Google Cloud Platform), utilizing Google APIs (particularly Maps), and using Firebase
- Extensive knowledge of Python with particular regard to RESTful APIs and Machine Learning
- Exposure to Scheme/Lisp through coursework
- Cursory knowledge of front-end web development

PROJECTS

Recorda

- Preference storage and recommendation engine using Neo4j graph database
- Front-end in React Native, back-end in Flask
- Utilized GCP App Engine and Compute Engine
- Used Google Places API and location services to generate real-time place recommendations

Static Site Generator

- Generate web pages from Markdown using Python
- Blog post categorization using Google Natural Language Processing APIs
- Used to create personal site ethanhouston.com

RESEARCH

STANFORD BIOENGINEERING | MACHINE LEARNING ASSISTANT January 2018 – March 2018 | Stanford, CA

- Used game film, mouthguard-sensor data, and **TensorFlow** in **Python** to analyze traumatic head impacts in Stanford football players
- Created visualizations of head-impact location based on player position