Ethan Houston

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EDUCATION

THE UNIVERSITY OF TEXAS AT AUSTIN
BS in Computer Science
May 2022 | Austin, TX

HENRY M. GUNN HIGH SCHOOL
Grad. May 2018 | Palo Alto, CA

THE INTERNATIONAL SCHOOL OF BEIJING
June 2017 | Beijing, China

COURSEWORK

Computer Organization & 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

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

Jiaohuan 交换

An app to exchange business cards directed at the Chinese market

Created Android app in Java and implemented a 'bump' feature to connect users

Used Amazon Web Services to host a Python (Django) back-end

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