ETHAN VO

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Education

University of California, Irvine   **Expected June 2027**
B.S. in Software Engineering & Business Information Management   *Irvine, CA*

Relevant Coursework

- Programming in C++
- Data Structures and Algorithms
- Computer Architecture
- Python Programming & Databases
- Discrete Structures
- Informatics
- Linear Algebra
- Probability in R

Technical Skills

Languages: Python, JavaScript/TypeScript, C++, C, HTML/CSS, SQL, Java, Dart
Frameworks/Libraries: React.js, Node.js, Express.js, Google Test, Mongoose, Flutter, Flask, AWS SDKs, OpenAI/Gemini
Tools/Other: GitHub, Firebase, Postman, Microsoft Office, Slack, Figma

Experience

Software Engineering Fellow   **June 2024 – Sept 2024**
Headstarter AI (Remote)

- Collaborated in agile groups of 4 Fellows to complete weekly labs using **Gemini/OpenAI** SDKs, **React**, **Express.js**, and **Next.js**, reinforcing full-stack development skills.
- Built interactive UI components using **React** and **Next.js**, gaining experience in front-end frameworks and component-based design.
- Received personalized 1-on-1 resume and career guidance, resulting in a tailored professional profile and strategic job search plan.
- Utilized **Git** and collaborative workflows during team labs to reinforce industry-standard version control practices.

Projects

AWSpeak – AI Interview Prep Platform (React, Flask, AWS)   **May 2025**

- Developed a full-stack web app for AI-driven mock interviews using **React (Next.js)**, **Flask**, and **AWS** services including **Bedrock**, **Polly**, and **Transcribe**.
- Achieved **99.2%** transcription accuracy with AWS Transcribe and custom post-processing.
- Enabled voice customization with **60+ Amazon Polly voices**, letting users simulate interviews with different tones.
- Reduced audio sync failures by **90%** with async state management, enhancing user reliability.
- Used **Python threading** to parallelize transcription and evaluation, cutting response time by **50%** per question.

Plus1 – Student Event Planning App (Flutter, Firebase)   **April 2025**

- Built a mobile app enabling students to instantly create or join spontaneous events using **Flutter** and **Firebase**.
- Designed minimalist UI for speed-focused interaction; users can create events in under **3 seconds**.
- Tested sign-in authentication with **20+ users** using **Google Auth**, ensuring secure sessions across devices.
- Optimized Firestore for **100+ simultaneous event submissions**, allowing smooth multi-user real-time updates.

Hackathons & Activities

Top 5 Finalist – AWS CloudHacks   **May 2025**
Backend Developer & System Architect, AWSpeak   *Irvine, CA*

- Designed and implemented Flask-based APIs for real-time voice input and evaluation, reducing backend latency by **40%**.
- Integrated AWS Bedrock, Polly, Transcribe, and S3 into a seamless pipeline, achieving **99.2% transcription accuracy**.
- Delivered a fully functional MVP in **36 hours** with a team of 3; pitched to AWS engineers during final demo.

Team Lead – LAHacks   **April 2025**
Fullstack Engineer, Plus1 App   *Los Angeles, CA*

- Led development of a spontaneous event planning app using **Flutter** and **Firebase**, enabling event creation in under **3 seconds**.
- Optimized Firestore structure for **100+ concurrent users**, ensuring real-time updates with zero data collisions.
- Guided team of 4 and coordinated across GitHub, Xcode, and Android Studio to ensure on-time delivery across platforms.