

Ethan Loo

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EDUCATION

Georgia Institute of Technology

BS Computer Science - CGPA: 3.80

Atlanta, GA

May 2022 - May 2026 (anticipated)

EXPERIENCE

Keysight Technologies | Eggplant

Penang, MY

QA Engineer Intern

May 2024 - Aug. 2024

- Authored and debugged automated model-based and script-based test scripts in Eggplant Functional. Discovered 4 breaking bugs and led development of automated MBT tests for the respective test cases. Wrote approximately 300 lines of code in SenseTalk.
- Spearheaded the development and implementation of front-end, back-end, and other test procedures (**Cypress tests**, API/BDD tests, MBT tests) for new systems and application features under development.
- Collaborated in defining the minimum viable product (MVP) for Eggplant DAI version 7.5.0-0.

PROJECTS

Connect-RX (HackGT11)

React-Native

- Developed a cross-platform medication adherence tracking app using React Native for patients and React for doctors, tackling the issue of medication non-adherence.
- Leveraged ngrok to securely expose our Flask API backend, enabling seamless communication between the React Native mobile app and the React web app for real-time testing and integration.
- Designed and integrated a SQLite database to manage and store patient medication records, ensuring reliable data persistence across devices.
- Handled push notifications and reminders for patients based on prescription schedules received from Ract app. Implemented a streak counter feature in the React Native app to gamify and reward patients for adherence.

Spotify Wrapped Application

Android Studio | Kotlin, Java

- Developed an application using Kotlin for both the frontend and backend, integrating Spotify API and Firebase to retrieve, store, and deliver personalized music analytics.
- Led the design and implementation of UI/UX, creating an interactive and visually engaging user interface.

Vertically Integrated Project: Video Game for Power Grids

Unity | C#

- Directed planning and development of UI/UX design for the video game, enhancing the game's accessibility and intuitiveness.
- Collaborated across teams to define game mechanics, physics, and complexity and modelled 3D game assets using MagicaVoxel and Unity.

Quantum (2D Pixel Platformer)

Unity | C#

- Led UI design and development, ensuring a seamless user experience and enhancing user accessibility and intuitiveness. Developed game assets and animation using Aseprite and Unity.

SKILLS & INTERESTS

Programming Languages/Frameworks: HTML, CSS, JavaScript, React, React-Native, Java, Python, C, C#, SQL, PostgreSQL, SQLite, SenseTalk, LaTeX, Django, Flask API, RISC Assembly

Software: Android Studio, TKinter, Firebase, Git, GitHub, Docker, VSCode, IntelliJ, NodeJS, PopSQL, Unity, Discord Developer Tool, MagicaVoxel, Aseprite, Affinity Suite, **Microsoft Excel**, Microsoft Office, Tableau, ngrok

Interests: Web Development/Design, Game Development/Design, Data Science, Graphic Design, Photography

CLASSES

Relevant Courses: Data Structures and Algorithms, Computer Organization and Programming, **Design and Analysis of Algorithms**, Procedural Content Generation, Computer Graphics, **Systems and Networks**, Statistics and Applications

LEADERSHIP

Georgia Tech Malaysia Student Association

Jan. 2023 - May 2024

Head of Outreach

- Designed impactful social media content and graphic designs using Affinity Photo and Designer, boosting Instagram engagement by 6%.

Extracurricular Achievements:

- Achieved 1st Degree Black Belt in Taekwondo ITF.
- Achieved PADI Open Water and Advanced Open Water Diver License.