

Ethan Loo

470-301-5218 | ethanlooyt@gmail.com | [linkedin.com/in/ethan-loo-73a1b0236/](https://www.linkedin.com/in/ethan-loo-73a1b0236/) | [shiloh4.github.io](https://github.com/shiloh4)

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.

SKILLS & INTERESTS

Programming Languages: HTML, CSS, JavaScript, React, Java, Python, C, **C#**, **SQL**, LaTeX, SenseTalk

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

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

PROJECTS

Spotify Wrapped Application

Android Studio | Kotlin, Java

- Engineered an application that integrates Spotify API and Firebase to retrieve, store, and deliver personalized music analytics.
- Led the planning and execution of UI/UX design and front-end development, resulting in an interactive and visually appealing 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.

Minerva OCR & Multimodal (DuckAI)

TKinter

- Spearheaded development of GUI for eye-tracking data visualization, developing 3 designs prototypes using TKinter.

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%.

Reformed University Fellowship

Jan. 2024 - Present

Graphic Designer

- Created compelling graphic designs for RUF social media and event promotions using Affinity Photo and Designer.

Extracurricular Achievements:

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