ETHAN DO

ethando767243@gmail.com | Austin, TX | 512-545-9533 | www.linkedin.com/in/ethan-do

EDUCATION

The University of Texas at Austin   *August 2023 - Present*
- Relevant Coursework: CS312 (Intro to Programming), CS314 (Data Structures), CS429 (Computer Organization & Architecture)

John B. Connally High School, Pflugerville, TX   *May 2023*
- Cumulative GPA: 3.74
- Class Rank: 26/372
- Relevant Coursework: AP Computer Science Principles, Computer Science II-III, Python, Java, C++, SQL, MATLAB Simulink, MATLAB Electrical Circuits, Introduction to Data Plotting with Matplotlib, Introduction to Data Curve Fitting with MATLAB, Introduction to Data Structures, General Data Science, Independent Learning/Studies Projects

Code2College   *June 2021 - Present*
- Relevant Coursework: Bootcamp, Software Engineering Leadership Program, Elite 101, Elite 102

TECHNICAL EXPERIENCE

Code2College
Student, SELP (Software Engineering Leadership Program)   *July 2021*
- Implemented the pygame library integrated into Python to create a unique 2D platformer game.
- Strengthened Python, Computational Interpretation, and Debugging skills.

Student, Elite 101 & 102   *April 2022*
- One of 300 students selected to participate in the inaugural technical internship preparation programs.
- Learned professional workplace skills and prepared for technical interviews through rigorous practice.

Software Engineering Intern, Arrive Logistics   *June 2022 - August 2022*
- Expanded Kotlin knowledge during time with Arrive to contribute to their Customer Relationship Management Software.
- Became familiar with major workflows such as GitFlow Continuous Integration and GitHub Flow.

Application Security Engineering Intern, H-E-B   *June 2023 - August 2023*
- Given the opportunity to learn how DynamoDB (AWS Database) operates through a "Hello Cloud" project.
- Worked with the H-E-B AppSec team to improve H-E-B application security and overall customer experience.

Games For Change: Space Debris Sustainability Game   *March - May 2021, Digital Media, Led by David Conover*
Lead Programmer, Product: Space Debris Game
- Worked on the backbone of the game and its functionality throughout the entire project while having lead designers help speed up the development of our game.
- The final game demonstrated the urgency to clean up space debris floating around in space and added a unique thought of potentially recycling it for use on Earth rather than simply disposing of it.

LEADERSHIP & COMMUNITY SERVICE EXPERIENCE

Army JROTC   *September 2021*
Volunteer
- Participated with multiple groups of battle buddies to pick up trash on school grounds to promote a cleaner and safer environment on campus.
- Gained valuable insight into how the accumulation of trash can affect students' experience on all campuses.

EXTRACURRICULAR ACTIVITIES

5th Place in TAME (Texas Alliance for Minorities in Engineering) Competition   *April 2023*
Army JROTC Class Leader, Cyber & Raider Team (Tuesdays)   *August 2021 - August 2022*
Robotics Club (Thursdays)   *June 2021 - August 2021*
LogicMonitor Virtual UX Mobile Design Workshop (Code2College)   *June 2021*

ADDITIONAL INFORMATION

Technical Skills: *Python, Java (expert), C, C++, SQL, MATLAB (proficient), C#, Lua, A64 Assembly (familiar with)*
Interests: *Computer Algorithms, Data Structures, Data Science, Software Engineering, Electrical Engineering Certifications*