Ethan Tan

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EDUCATION

Case Western Reserve University Expected May 2027
B.A. Computer Science | Minors: Japanese, Computer Gaming | GPA: 3.5/4.0
Relevant Coursework: Data Structures and Algorithms, Operating Systems, Computer Security, Artificial Intelligence, Full Stack Web Development, Game Design

PROFESSIONAL EXPERIENCE

Gamertaggd | *Founder & Product Engineer* Jun 2026 – Present

- Built and launched a social game-tracking iOS app on the App Store where players import their Steam library in one tap, rate and review games, build lists, and follow friends (React Native, Expo, TypeScript)
- Designed Blend, a taste-matching algorithm that scores how compatible any number of players are from rating agreement, genre overlap, shared games, and completion habits, then recommends games the group would all enjoy
- Added paid subscriptions with Apple In-App Purchase and RevenueCat, A/B testing a free trial's effect on conversions
- Extended play tracking to PC with a Windows desktop app in Rust and Tauri that automatically logs sessions from Steam, Epic, and GOG, even offline

Handshake AI Fellowship | *RLHF Model Evaluator (Contract, Remote)* May 2026 – Present

- Wrote adversarial prompts to find where language models fail at complex multi-step tasks, such as claiming to complete actions they never performed
- Produced human preference data used to train models by ranking responses on task completion and error recovery

SearchOwl | *Backend Engineer Intern* Mar 2024 – Aug 2024

- Secured sign-in for 250+ users by building and deploying authentication on AWS Cognito
- Sped up sign-up by replacing manual account creation with one-click OAuth sign-in, cutting steps from the flow
- Built the GraphQL API for account data in AWS Amplify, connecting the app to its existing DynamoDB tables

PROJECTS

Salience | *Solo Developer (Python, PyTorch, FFmpeg)* Jul 2026 – Present

- Built a desktop app that records Fortnite matches in the background and turns each session into ranked highlights minutes after the game closes, using a vision model to describe each clip
- Trained a personalization model on the player's own ratings that ranks the clips they'd keep above the ones they'd skip 97% of the time, and raised accuracy for new players from 78% to 85%
- Cut recording CPU use from 63-112% of a CPU core to about 3% by moving video capture onto the GPU, so recording runs in the background without hurting game performance

Massage Chair MCP Controller | *Bluetooth LE, Model Context Protocol* Jun 2026 – Jul 2026

- Reverse-engineered a massage chair's undocumented Bluetooth LE protocol by capturing its traffic and writing a binary parser that decoded its command format
- Let an AI assistant run the chair from plain-language requests by exposing its controls as Model Context Protocol tools

CYMKO & The Chimera of Antarctica | *Unity, C#* Apr 2024 – Dec 2024

- Won 3rd Most Innovative Game at the ECSE 390 Game Jam; built the 2D platformer's collision and sound systems
- Led programmers and artists to ship a 2D horror game, cutting handoff delays and keeping art and features in sync

ADDITIONAL EXPERIENCE & CERTIFICATIONS

- **Case Western Reserve University** | Medical Library Assistant Aug 2025 – Present
- **Open Source Security Foundation** | Developing Secure Software (certification) Dec 2024

TECHNICAL SKILLS

Languages: Python, TypeScript, JavaScript, Java, C#, Rust, SQL, HTML/CSS
Frameworks and Libraries: React, React Native, Expo, Next.js, Node.js, FastAPI, GraphQL, Tailwind CSS, Tauri, PyTorch, ONNX Runtime, OpenCV, scikit-learn, FFmpeg, Unity
Developer Tools: Git, GitHub Actions, CI/CD, Docker, AWS (Cognito, Amplify, DynamoDB), PostgreSQL, Supabase, Sentry, RevenueCat, Model Context Protocol, Agile, Test-Driven Development