

Ethan Lanting

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EDUCATION

University of Texas at Austin, College of Natural Sciences

Austin, TX

Bachelor of Science in Computer Science

Aug. 2024 – May 2027 (Expected)

Relevant Courses: Calculus I and II, Data Structures, Discrete Math, Computer Organization and Architecture, Operating Systems

TECHNICAL SKILLS

Languages: HTML, CSS, JavaScript, TypeScript, Python, Java, PHP, SQL, C#, C, ARM Assembly

Frameworks & Libraries: Node.js, React (Next.js, React Native/Expo, Electron), Tailwind CSS, Flask, FastAPI, WordPress

DevOps, Cloud & Databases: GitHub Actions, Docker, Firebase, Supabase, AWS, NoSQL, PostgreSQL, MySQL, SQLite

Design & Analytics: Figma, PostHog, Google Analytics

EXPERIENCE

Software Engineer Intern | Planview, Austin, TX

May 2025 – Present

- Investigated and fixed legacy C# bugs by designing targeted unit/integration tests, improving code reliability and reducing module-level issue reports by 30%.
- Built and deployed internal features for Planview's Portfolios product, leveraging C#, ASP.NET, and AWS in a large-scale enterprise codebase to streamline workflow integration.
- Collaborated with QA and product teams during sprint planning and retrospectives to clarify requirements, establish realistic timelines, and align priorities—leading to smoother sprints and reduced scope creep.

Web Developer | UT Austin Center for Media Engagement, Austin, TX

Sept. 2024 – May 2025

- Built a real-time Next.js dashboard with Firebase Firestore to visualize support requests, improving data accessibility and reducing response times through real-time request tracking.
- Built an asynchronous CSV export feature in JavaScript to streamline report generation, improving data accuracy and accessibility by converting JSON to CSV with dynamic headers, ISO 8601 date formatting, and user ID-email mapping.
- Co-built custom WordPress templates for CME's 2024 Annual Report using PHP, Timber, and ACF, improving UX and enabling faster content updates by non-technical staff.

EXTRACURRICULAR ACTIVITIES

Project Lead | Longhorn Developers, Austin, TX

Sept. 2024 – Present

- Revamped UT Lectures Plus, a Chrome extension with 300+ users that enhances UT Austin lecture videos, by migrating a legacy JavaScript codebase to React, TypeScript, and Tailwind CSS; led a team of 4 to launch key features including searchable transcripts, AI-generated summaries, cue bookmarking, and custom playback controls, improving usability and engagement.
- Led development of Mobilize UT, a real-time accessibility app, by planning sprints, delegating tasks, and enforcing code quality through rigorous reviews and full-stack TypeScript standards.
- Directed engineering efforts for a 15+ person team by managing GitHub Projects, facilitating agile sprints, and mentoring teammates through structured PR reviews; established CI/CD pipelines, comprehensive documentation, and local dev tooling to enable scalable, maintainable development.
- Improved UX for 50,000+ users of UT Registration Plus, a student-built web tool that simplifies course registration at UT Austin, by redesigning React layout components based on usability testing, user feedback, and cross-functional collaboration.

PROJECTS

UT Dining | Expo/React Native, TypeScript, Supabase, Zustand, Cheerio, SQLite, Drizzle ORM, Render, GitHub Actions

- Led full stack development of a campus dining app with 1,000+ users, managing a cross-functional team and enforcing clean code standards via CI/CD pipelines and GitHub Actions.
- Implemented an offline-first caching system using SQLite and Drizzle ORM to locally store daily menus, reducing network requests by 80% and syncing to the database when online for a seamless experience across connectivity states.
- Migrated a Puppeteer-based scraper to Cheerio for 5.5× speedup; built a benchmarking suite to optimize concurrency, enabling reliable scraping of 175+ menu items in under 5 seconds.
- Engineered a fast, user-friendly mobile UI using FlashList, React Native MMKV, and memory-efficient React patterns, resulting in reduced load times by 60% and improving UX across devices.

Medceptor | Next.js, TypeScript, Tailwind CSS, Supabase, Zustand, Shadcn/UI, Framer Motion, OpenAI, OpenPipe, Vercel

- Co-developed an AI-powered EMT training platform used by 100+ EMTs at UEMR—the nation's #1 collegiate EMS organization—simulating calls and assessments using the OpenAI API to bridge theory and real-world response.
- Fine-tuned a domain-specific LLM using retrieval-augmented generation and implemented RBAC, validating prompt responses to ensure EMT protocol alignment and training accuracy.
- Designed a clean, accessible UI using React, Figma, and Tailwind CSS, enabling full EMT call simulations and increasing student engagement without external instruction.
- Boosted user satisfaction by 40% through iterative UI improvements based on user testing with 10 EMT trainees, enhancing training realism and clarity.