

Ethan Zheng

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[GitHub](#) | [Portfolio](#) | [LinkedIn](#)

Education

San Francisco State University

B.S. Computer Science - 3.72 GPA

08/2022 to Current

San Francisco, CA

Technical Skills

Languages - C, C++, Java, Python, Javascript, SQL, HTML, CSS

Frameworks - Nuxt/Vue, React, Django, Tailwind, Bootstrap, Express, Typescript

Tools - OpenAI & Anthropic API, Claude Code CLI, Codex CLI, GitHub Copilot, Notion

DevOps & Platforms - Docker, CrowdSec, GitHub Actions CI/CD, NAS deployment, Linux, AWS, Raspberry Pi

Work Experience

Software Engineer Intern

01/2025 to 08/2025

Endeverus - San Bruno, CA

- Built responsive, SEO-optimized frontend components with Nuxt.js (Vue 3), emphasizing server-side rendering (SSR), modular component architecture, and seamless REST API consumption.
- Developed Endeverus AI and Talent Connect, integrating LLM-based recommendations for user matching using a custom MCP server to dynamically fetch and process user data from Django REST APIs.
- Implemented CI/CD pipelines across staging and production environments; achieved 99%+ uptime through multiple production instances and reverse proxy load distribution/ALB.
- Secured local server deployment with CrowdSec, UFW, NGINX reverse proxy, dynamic DNS routing, and routine OS and dependency updates.
- Led Agile development using Notion for project management and implemented detailed QA/QC testing.

IT Operations Intern

06/2025 to 08/2025

San Francisco International Airport - San Mateo, CA

Design & Construction Division @ SFO

- Troubleshooted technical issues and responsible for deployment of IT hardware/software across SFO's Design & Construction division, resolving 20-30 support tickets weekly for 80 people.
- Oversaw procurement, asset tagging, and lifecycle management of IT equipment and software licenses, maintaining accurate inventory and renewal schedules.
- Provided technical support and deployment for platforms such as Autodesk (AutoCAD, Civil3D, Revit), Transoft Solutions (AviPLAN Airside Pro, AutoTURN, ParkCAD), Bluebeam, and Adobe Creative Cloud.

Supplemental Instructor

01/2023 to 05/2023

San Francisco State University - San Francisco, CA

Center of Science and Mathematics Department (CSME)

- Instructed a one-unit introduction to programming course of 20 students offered by SFSU CSME that aims to provide a learning community and academic support for STEM courses at SFSU.
- Taught foundational programming concepts and basics of object-oriented programming in Java along with principles of socially responsible computing (SRC).