

# ETHAN ERICKSON

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## SKILLS

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**Programming:** C++, C#, Java, JavaScript, Python, R, Go, SQL, Typescript, Apex

**Frameworks:** React, Django, Next.js, Tailwind CSS, PostgreSQL

**Development Tools:** Git, Docker, Azure, Azure DevOps, Heroku, Jupyter, Unity, Android Studio, Adobe Suite

## EDUCATION

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**B.S. Computer Science, Honors, Seattle Pacific University:** 3.97 GPA Seattle, WA | **Expected June 2026**

**Relevant Courses:** Data Structures I and II, Algorithms, Applied Machine Learning, Applications Programming, Netcentric Computing, Computer Architecture, Operating Systems, Database Systems, Data Science, Linear Algebra

**Organizations:** IEEE, NCAA DII Cross Country and Track & Field, SPU Honors, Jazz Band

## WORK EXPERIENCE

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**Software Engineering Intern, Microsoft** Redmond, WA | Jun 2025 – Aug 2025

- Led development of an **AI agent** that performed comprehensive analyses of customer-reported incidents, identifying correct root causes for **50%** of incidents and reducing time to mitigation by **50+ hours per incident**.
- Created a **Model Context Protocol server** in C# that exposed tools to the AI agent for querying Kusto databases, reading Azure DevOps wiki pages, reading logs and code files, and finding similar historical incidents.

**Software Engineering Intern, Microsoft** Redmond, WA | Jun 2024 – Aug 2024

- Improved Microsoft's Security Token Service, a **tier 0 service processing 200 billion sign-in requests daily**, to enable flexible claim matching for workloads from 3<sup>rd</sup> parties (GitHub, GitLab, Terraform Cloud) to Azure.
- **Shipped a highly-requested feature** into production for large customers in AI and telecommunications.
- Researched and benchmarked wildcard matching algorithms, **optimizing worst-case scenarios to run < 1 ms**.
- Wrote extensive unit tests, end-to-end tests, and published a NuGet used by the Azure App Model team.

**Full-Stack Engineering Intern, Strong CRM** Seattle, WA | Jun 2022 – Sep 2023

- Led development of a RevOps web app integrated with Salesforce capable of fetching **150 million records/day using Bulk API**. Crafted the app's frontend with React, backend with Django, and deployed the app on Heroku with a PostgreSQL database.
- Redesigned the company's Sales ROI Calculator, the **#1 viewed page** on their official website – projecting investment returns from a custom form.
- Automated client workflows on Salesforce with Apex invocable actions and ensured **100% line coverage**.

## PROJECTS

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**Game Development** Dec 2021 – Current

- Ongoing production of a [procedurally generated spaceship game](#) and a [hostage-rescuing platformer](#) (Unity, C#).
- Interactive text-based narrative based on the Odyssey. [Playable](#) on a Unity WebGL build.
- [Self-published](#) mobile 2D puzzle-platforming game built with Java, Android Studio, and LibGDX.

**YouTube Channel** Jan 2018 – Current

- Explained [pathfinding algorithms](#), [neural networks](#), and [SHA256](#) for the Breakthrough Junior Challenge.

## AWARDS

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- Top 5 in Washington's International Collegiate Programming Contest (ICPC) Feb 2024
- BECU & Washington State Opportunity Scholar Jan 2023
- 3<sup>rd</sup> place at Hackathon, University of Washington Mar 2016