Ethan Hansen

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EDUCATION

University of British Columbia Vancouver, BC
Bachelor of Computer Science and Business, Combined Major *Graduating: May 2026*

EXPERIENCE

UX Engineer Intern Jan. 2025 – Present
ICBC *North Vancouver, BC*

- Deployed map-based web application built on React, Next.js, and GraphQL, integrating Contentful CMS, elastic search, and geocaching features with Google Maps API to enable customers to locate nearby services.
- Architected micro-frontend delivery strategy for our centralized customer cloud application, leveraging private NPM component libraries for brand consistency and minimized redundancy across 12 siloed product teams.
- Spearheaded organization-wide rollout of FullStory analytics, enabling UX and product teams to analyze behavior from 35,000+ daily users while ensuring privacy compliance through codebase-level masking, resulting in faster UX iteration cycles and data-driven prototype designs.

Design Engineer Intern Sep. 2024 – Dec. 2024
Moment Energy *Coquitlam, BC*

- Engineered TypeScript-based backend service to query AWS Athena and retrieve real-time battery module analytics from S3 bucket datasets, enabling dynamic dashboards and reducing query latency by 40% through optimized SQL and partitioning strategies.
- Developed a responsive analytics dashboard using React, MUI, visualizing real-time temperature, voltage, and sensor data for 20+ energy storage deployments and enabling remote commands to mitigate critical failures.
- Conceived a modular web portal design system in Figma and translated designs into a scalable component library with MUI, enforcing consistent styling and accelerating dev handoff by 50%.

PROJECTS

[UBCMA Membership Portal](#) | *React, Next.js, Express, PostgreSQL, Redis, Linear* May 2025 – Present

- Led the end-to-end design and development of a centralized event ticketing and membership management platform, streamlining student engagement workflows and driving revenues of $5700.
- Leveraged Linear to scope and manage project roadmaps, automate processes by syncing issues to GitHub pull requests and Slack threads, and prioritize key features in each sprint.
- Established simple CI/CD pipeline pipeline across Vercel and Railway, enabling automated environment-specific deployments from GitHub with branch protection, versioning, and testing workflows to minimize release friction.

[Spawn App](#) | *Figma, Rive, SwiftUI, Springboot* May 2025 – Present

- Led product and design for a cross-functional development team building a social event planning platform on IOS
- Created and maintained a scalable, tokenized design system in Figma, accelerating concept iteration, UI consistency, and handoff efficiency across engineering and design
- Engineered and implemented interactive animations using Rive, leveraging native IOS runtime to efficiently render fluid sequences of sizes <100kb

[Blueprint NFC Cards](#) | *React, Next.js, Figma, Lambda, DynamoDB, Serverless* May 2025 – Present

- Led design (3D + UI/UX) for mobile app to facilitate seamless networking with NFC hardware, fostering 1000+ attendee connections over 8 hours.
- Devised modular component library in Figma for use in application wireframes to ensure UI consistency and streamlined workflow between development and design.
- Animated a 3D motion sequence using Spline for usage in a product launch video showcased to over 300 attendees and professional delegates.

TECHNICAL SKILLS

Design: Figma, Rive, Spline, Adobe (Illustrator, Photoshop), Axure RP, Blender
Languages: TypeScript, Java, Python, C++, Rust, SQL (Postgres)
Frameworks: React, Next.js, JUnit, Express, Springboot, Drizzle
Cloud & DevOps: Vercel, Railway, AWS, Google Cloud Platform, Serverless
Developer Tools: Git, Docker, VS Code, Visual Studio, IntelliJ