

# Devon Knight: Software Engineer

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## EDUCATION

### B.A.Sc. Software Engineering (Co-Op)

### University of Ottawa

Ottawa, ON, Canada, 12/2026

- **CGPA: 3.95 / 4.00:** Data Structures and Algorithms, Android Dev, Digital Logic, Operating Systems, Linear Algebra.
- **Leadership:** World Dragonboat Athlete 2024, Class Rep, Board of Directors, Funding Manager, Deans Honor Roll

## SKILLS

- **Proficient:** Python, React, Java, Git, Linux, GitHub, Docker, GPT, CrewAI, Front-End, Splunk, HTML/CSS, Agile.
- **Experienced:** C, Unix, Bash, TypeScript, ReactJS/Native, JavaScript, MongoDB, REST APIs, SQL, MySQL, JSON.
- **Familiar:** C++, C#, Android, Shell, Assembly, Groovy, Jenkins, Maven, Gradle, Kubernetes, Node, NEXT, R.

## WORK EXPERIENCE (5 of 15)

### Full Stack Software Engineer (4 Month Co-Op)

### Intuit

Toronto, ON, Canada, 05/2025 – Present

- Developed the TurboTax product recommendation flow, boosting **\$278M, +(9%) revenue**, with **multivariate testing**.
- Designed new **A/B Test flows** using **TypeScript, React, Kotlin, Java**, and **Player UI** (Intuit's open-source tech stack)
- Led the **Credit Karma to TurboTax** customer flow, introducing **automated testing** with **Gen AI** for quick adaption.

### Machine Learning Engineer (4 Month Co-Op)

### RBC Gen AI Lab

Toronto, ON, Canada, 09/2024 – 01/2025

- **Contributed to 3 LLM POCs** by gathering user stories and balancing development priorities with business value.
- Built an **LLM-assisted** case generator, enabling instant client resolution, **reducing case resolution time by ~70%**.
- Led a **LLM project** that cleans and validates **500K** addresses with **99.99%** confidence, saving **1000's** of manhours.
- Utilized **vector databases** (Qdrant, ChromaDB, Pinecone) to optimize storage and retrieval, improving efficiency.

### DevOps Engineer (4 Month Co-Op)

### Royal Bank of Canada

Toronto, ON, Canada, 01/2024 – 05/2024

- Contributed to **Canadian Technology History** with a CI/CD pipeline enabling the **48hr** acquisition of HSBC to RBC.
- Reduced **Gradle build and deploy time** by **15%** with **Groovy** that operate HTTP proxies and Open-Shift Containers.
- Built **1 Prototype DevOps pipeline** with **GitHub Actions** and Runners, increasing efficiency across **54 Dev Teams**.
- Led a **DevOps project** tracking **1,000's** of developer commits, enhancing productivity and minimizing disruptions.

### Software Developer (8 Month Co-Op)

### Ciena

Ottawa, ON, Canada, 05/2023 – 12/2023

- Served **Google, Amazon, Twitch, Meta, and Microsoft** clients with an upgrade to **47 server microservices**.
- Co-led a **back-end NoSQL MongoDB** database testing feature catching **12+ faults** and prevented major incidents.
- Led **44+ features** across **18 repositories** using **C, Python, JSON, Jenkins, Shell, Linux, Bitbucket, and Git**.
- Implemented a **novel Python Unit Test** framework with **17 test suites** that runs in an impressive **0.10 seconds**.

### Machine Learning Research Assistant

### University of Toronto

Toronto, ON, Canada, 05/2019 – 09/2022

- Conducted **data-analysis** from **28 patients** using **Python, Microsoft Excel** and **R-Studio** with weekly data-reports.
- Co-led a **clinical study** that used **Felix AI** to address patient concerns showing **83% improved patient outcomes**.
- Co-authored a **peer-reviewed publication** on ML application in post-operative recovery, **cited 25+ times** in the field.

## LEADERSHIP (2 of 13)

### Director & Software Developer

### uOttawaHack

11/2022 – Present

- Led **HKUST Hong Kong** and **Tec de Monterrey Mexico** in an **international partnership** with **uOttawa Canada**.
- Established uOttawaHack as the **only Canadian hackathon** with global participation, benefiting **1,007+** professionals.
- Coordinated an **800+ student hackathon**, developed an **official site** and **live-event site** using **Node/ReactJS**.
- Enhanced marketing generating **44.8k views** and **25 sponsors**, expanding the hackathon's industry network.

### Co-Founder

### VaporWare Games

01/2024 – Present

- Developing **2D games** using **Godot Game Engine** and **Aseprite**, for an immersive product for **content creators**.
- Collaborated with **art designers** to build gameplay mechanics using **C#**, creating a working game prototype.

## PROJECTS (3 of 22)

### The NeverEnding Story

### AI Content Creation

[github.com/Devcon324/NeverEnding-Story](https://github.com/Devcon324/NeverEnding-Story)

- Developed an infinite **D&D game** story with **Meta Llama 3.2 90B** generating a chapter every hour using **Linux bash**.
- Designed an algorithm in **Python** to read files quickly and feed the story to **AI** to write the proceeding chapter.
- Designed a **Python algorithm** to feed data to AI models, enhancing AI-generated creativity and seamless stories.

### Co-Med

### AI Triage in the ER

[github.com/uOttawaHackUofT/Co.med](https://github.com/uOttawaHackUofT/Co.med)

- A full-stack **AI-assisted hospital triage app** using Cohere's LLM, enabling shorter triage and emergency wait times.
- Utilized **supervised learning** to suggest diagnoses and triage levels, offering sources to support medical decisions.

### uOttApp

### Event Data-Tracking

[github.com/Devcon324/uOttApp](https://github.com/Devcon324/uOttApp)

- Developed an event tracker mobile application that **tracked 856+ client** attendance, food, and raffle tickets.
- Built as a **full-stack mobile app** with **React Native, HTML, CSS, JavaScript** and Google Cloud's **Firebase**