

# Devon Knight

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## Education

**University of Ottawa** – B.A.Sc. Software Engineering (Co-Op)

Graduating 2026

**CGPA: 92.5%** | UI/UX Design, Databases, Data Structures & Algorithms, Operating Systems, Software Architecture

**Societies:** 2024 Dragonboat World Athlete, 7 x Scholarships, SWE Class Rep, Engineering Sponsorship Director

## Skills

- **Proficient:** Python, Agentic AI, FastAPI, OpenAI API, Kubernetes, Git, UNIX/Linux OS, ReactJS, NoSQL, NodeJS
- **Experienced:** Bash, Shell, JavaScript, HTML, CSS, TypeScript, C/C++/C#, MongoDB, SQLite, Kubernetes, Docker
- **Familiar:** SageMaker, Huggingface, GitHub Action/Runner, Jenkins, Maven/Gradle, AWS, Pytorch, Splunk, Firebase

## Professional Experience

**Royal Bank of Canada** – Machine Learning Engineer Intern

Toronto, ON, Canada,

09/2024 – 12/2024

- Created **3 Gen AI Products** using **Anthropic, Meta, OpenAI API endpoints** for LLM Apps in an **Agile/Scrum** team
- Utilized **LLM's** to build a **500k client** Geolocator with **91.96% accuracy**, saving **9 years** of labor using **A/B tests**
- Developed a financial analyst app with **Python, FastAPI, CrewAI (Llama 70B), Vite, & React** to enhance workflows
- Implemented a **Regex Algorithm** & analyzed **HereAPI, Google API's & LLM's** leading to a **+37%** in precision
- Optimized storage & retrieval of AI models on using **SageMaker, Qdrant, ChromaDB, & Pinecone**

**Royal Bank of Canada** – DevOps Engineer Intern

Toronto, ON, Canada,

01/2024 – 04/2024

- Developed a **key feature & unit test** to reduce **caching** libraries to improve developer build times using **TypeScript**
- Achieved a **15% faster** build & deploy time by automating manual build tasks with **Gradle, Groovy, & Kubernetes**
- Deployed **GitHub Runners** using **Docker** containers on **Kubernetes & OpenShift** for improved scalability
- Spearheaded a **DevOps Dashboard** using **Splunk & Elasticsearch** that tracked **400+ engineers** across **53+ teams**
- Built & managed a new **CI/CD pipeline** to build & deploy apps with **Gradle** using **YAML & GitHub Actions**

**Ciena** – Software Developer Intern

Ottawa, ON, Canada,

05/2023 – 12/2023

- Served **Google, Amazon, Twitch, Meta, & Microsoft** clients in a **server** upgrade across **47 microservices**.
- Built **17 tests** for **Database Migrations** with **Python, PyTest, & MongoDB** catching **12+ errors** in **100 milliseconds**
- Developed **34+ Features** across **21 Bitbucket repositories** using **C, Python, JSON, UNIX/Linux, Bash, & Git**
- Optimized server networks in **C/C++** by resolving **3 memory leaks, Transceiver profiles, Remote Procedure Calls**

**University of Toronto** – Machine Learning Research Assistant

Toronto, ON, Canada,

05/2019 – 09/2022

- Conducted data-analysis from **28 patients** using **Python, Microsoft Excel & R-Studio** with weekly data-reports
- Co-led a clinical study that used **Felix AI ML** to advise patients 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

**uOttHack** – Director

06/2022 – Present

- **Partnered with Groq, Survey Monkey, Amazon & more** and led **13 SWE** events for an **800+** engineer community.
- Managed **30+** organizers to host a Hackathon of **800+ students, 40+ repositories 30 mentors & 25+ companies**
- Developed the **Official site, LiveSite & uOttApp**, while maintaining over 20 repositories (webapps, API, CI/CD)

**uOttHack** – Advisor

05/2023 – Present

- Collaborated **Canada, Hong Kong & Mexico** STEM universities by spearheading an **International Partnership**
- Led as the primary liaison for executives which increased company partnerships by **77.8%** & funds by **36.3%**
- Raised over **\$68,000+** yearly & grew the hackathons marketing to **2.4K followers & 44.8k views**

**VaporWare Games** – Co-Founder

01/2024 – Present

- Developed a **2D** horror game using **Godot Engine, GDScript, C#, Python, & Aseprite** to implement features
- Collaborated with art designers to craft immersive atmospheres & storytelling elements within the Godot Engine

## Projects

**The NeverEnding Story** – Groq GenAI Lore Building

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

- Developed an infinite D&D game story with **Groq's Meta Llama 3.2 90B** writing a post every hour using Linux bash.
- Designed an algorithm in Python to **read files quickly** and **feed the story to Groq** to write the proceeding chapter

**Co-Medical** – University of Toronto Hacks 11

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

- Built an **LLM AI hospital triage web app** using **Python, Cohere LLM, & Next.JS** to streamline emergency rooms
- Utilized **LLM Classify** as a **supervised learning** analogue to provide diagnosis, prognosis, & triage with citations

**uOttHack Websites/Apps** – uOttHack Main Websites (2023/2024/2025)

[2023.ca](https://2023.ca) / [2024.ca](https://2024.ca) / [2025.ca](https://2025.ca)

- Managed **48** repositories across **33** developers using **React & Embeds** in order to maximize site efficiency & appeal
- Utilized **Next.js** to implement **Dynamic Data Fetching** for a **backend** leading to expeditious **release/update** times
- Maintaining & updating onsite sponsors & advertisement that led to **\$68,000+ of funding & 200+ daily visits**