

# Devon Knight

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github.com/Devcon324

## Education

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

Graduating 2026

**CGPA: 92.5%** | Coursework: Databases, Data Structures & Algorithms, Operating Systems, PC/CPU Architecture

Volunteer: 2024 Dragonboat World Athlete, 7 Scholarships, SWE Class Rep, Engineering Director, Sponsorship Director

## Professional Experience

**Royal Bank of Canada** – Machine Learning Engineer Intern Toronto, ON, Canada, 09/2024 – 12/2024

- Created **3 Products** using **OpenAI, Anthropic, Meta Large Language Models** in an **Agile/Scrum** team
- Built a **Geolocator** for **500k clients** with **91.96% accuracy**, saving **17,000+ days** of labor using **Python & FastAPI**
- 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 using **vector databases, 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

- Led a production **server** upgrade across **47 microservices** for **Google, Amazon, Twitch, Meta, & Microsoft** clients
- 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

## Skills

- Proficient:** Python, Agentic AI, FastAPI, Java, Git, UNIX/Linux OS, ReactJS, Kubernetes, NoSQL, NodeJS, NextJS
- Experienced:** Bash, Shell, ReactNative, JavaScript, TypeScript, C/C++/C#, MongoDB, SQLite, Kubernetes, Docker
- Familiar:** Android, GitHub Actions, Runners, Jenkins, Maven, Gradle, R, AWS, Spring Boot, Splunk, Firebase

## Leadership

**uOttHack** – Director 06/2022 – 05/2023

- 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)
- Led **13** events for a community of **800+** with reps from **Groq, Apple, Microsoft, Google, Solace, & Trend Micro**

**uOttHack** – Advisor 05/2023 – Present

- United **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

**Co-Medical** – University of Toronto Hacks 11 [github.com/uOttHackUofT/Co.med](https://github.com/uOttHackUofT/Co.med)

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

**uOttApp** – Smartphone Event Tracker [github.com/Devcon324/uOttApp](https://github.com/Devcon324/uOttApp)

- MERN** Stack Mobile WebApp used by **2000+ hackers** at our events, leveraging **Next.js, Firebase & Expo**
- Managing **700+ users** at once, tracking **event statistics** on a **user-friendly** UI/UX enhanced by **SCSS/CSS**

**uOttHack Website** – uOttHack Main Websites (2023/2024/2025) [2023.ca](https://2023.ca) / [2024.ca](https://2024.ca) / [2025.ca](https://2025.ca)

- Using various **React libraries & Embeds** in order to maximize site efficiency & appeal
- Using **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**