

Evan Pochtar

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Education

University of Minnesota – College of Science and Engineering

September 2022 - May 2024

Bachelor of Science, Computer Science | GPA: 3.9/4.0

Twin Cities, MN

- **Details:** Started as PSEO from September 2020 – May 2022
- **Awards:** Dean's List from 2020-2024, Presidential Academic Scholarship, Graduated with High Distinction
- **Relevant Coursework:** Operating Systems, Machine Learning Fundamentals, Machine Architecture and Organization, Functional Genomics and Bioinformatics, Artificial Intelligence 1, Applied Linear Algebra.

University of Minnesota – College of Science and Engineering

September 2024 - May 2025

Master of Science, Computer Science | GPA: 4.0/4.0

Twin Cities, MN

- **Details:** Focus on Machine Learning, Linear Algebra, and Software Engineering.
- **Relevant Coursework:** Computer Vision, Intelligent Robotic Systems, VR and 3D Applications, Software Engineering 1 and 2, Artificial Intelligence II, Natural Language Processing, and Deep Learning.

Experience

Synchrone - Manufacturing Software

May – August 2023 & 2024

Software Engineer Intern | C#, ASPX, Typescript, VueJS, SQL, Azure, PowerShell, Python

Edina, MN

- Engineered a Genetic Algorithm to enhance scheduling operations in an industrial context, effectively managing complex data-driven constraints such as parent child relationships.
- Developed new web pages using a full-stack agile process, complete with testing, security, and design.
- Developed and maintained automated testing solutions for both webpage and backend systems using TypeScript.
- Designed and participated in the creation of database schema to efficiently retrieve data using SQL Server.

Abbey Care

September 2021 – Present

Personal Care Assistant (Part-time)

Eagan, MN

- Ensured adherence to care plans and communicated regularly with family members and healthcare professionals.
- Demonstrated time management by balancing studies, part-time work, and summer internships.

Projects

Handwritten Math to LaTeX Recognition System

March 2025 – May 2025

Python / NumPy / Pandas / OpenCV / Pytorch

- Achieved 85.59% accuracy in converting handwritten mathematical expressions to syntactically correct LaTeX code using a hybrid deep learning approach, with further improvement to 86.22% through LLM post-processing
- Fine-tuned Phi-4-mini LLM using GRPO as well as a ResNet-34 based CNN encoder across 4 NVIDIA A40 GPUs.
- Established robust evaluation frameworks using multiple metrics including RapidFuzz ratio, BLEU scores, and BERTScore to comprehensively assess both syntactic and semantic correctness

ImposterAI

October 2024 – December 2024

Python / Javascript / Flask / PostgreSQL / Azure Blob Storage / Tailwind CSS / Figma

- Developed ImposterAI, a full-stack social media platform enabling users to identify AI-generated vs. authentic content through interactive voting mechanisms and community engagement features.
- Integrated Azure Blob Storage for image storage, reducing server load and improving content delivery performance.
- Built a responsive Progressive Web App (PWA) ensuring consistent functionality on mobile and desktop platforms.

ElevateVR: A First-Person View Drone Simulator

February 2024 – May 2024

Unity / C# / Blender

- Developed a virtual reality First-Person View (FPV) drone simulator with three distinct gameplay modes (racing, time trials, and free play) using Unity3D and Unity Physics Engine.
- Implemented realistic drone flight dynamics, including acceleration, gravity, and drag effects, to create an authentic FPV experience accessible to users without the financial barriers of physical drone.

Skills & Interests

Programming Skills: Python, R, Java, C#, Go, Svelte, Flask, VueJS, Typescript, Pytorch, Scikit-Learn, and Playwright.

Database Systems: SQL Server, Firebase, PostgreSQL, and SQLite.

Languages: English (native) and Russian (conversational).