Evan Brisita

1-(616)-375-5859 | brisitae@umich.edu | github.com/EvanBrisita

Education:

University of Michigan: Computer Science Engineering — Ann Arbor, MI

- **GPA: 2.99** — **Expected Graduation: April 2019**
- **Relevant Courses:** 482 (Operating Systems), 493 (User Interfaces), 494 (Databases), 388 (Intro to Security), 281 (Data Structures & Algorithms), 370 (Computer Organization), 390 (VR Entrepreneurship)

Skills:

- **C++**, Kotlin, Typescript, Python, C#, PostgreSQL, **Windows**, Linux (Ubuntu 14.04, 16.04, and RedHat), OS X, **Git,** GitLab, BitBucket, **Visual Studio**, IntelliJ, PyCharm, Unity, Word, Excel, Google Drive, **AWS**

Work Experience:

Ruist Inc Software Intern: Product Reporting/Analytics (Kotlin, Typescript) — May 2018 - Aug 2018

- Delivered initial version product reporting from the ground up at fast paced startup in a team of three
- Instrumented full stack web client to database data pipeline collecting business and user reporting metrics
- Created API endpoints and clients for reporting metrics, Single Sign On security, and system diagnostics

UM Researcher: Robotic Arm Object Recognition (Python) — Sep 2016 - Apr 2017

- Trained Haar Cascade for object recognition on image set with Python scripts, OpenCV, and camera
- Improved object matching by designing algorithm to ignore outlier matches and lock onto target object

UM Researcher: Autonomous Vehicle Data Processing (Python) — June 2016 - Aug 2016

- Wrote script to match image pairs collected by Autonomous Surface Vehicle (ASV) with GPS data
- Built CPU diagnostics to demonstrate the load of peripheral systems while image collecting
- Patched critical UI bugs with error catching and edge case notifications preventing process locking

Project Experience:

Team Development Project: Scrappy Pappies (C#) — Oct 2017 - Dec 2017

- Scripted features for player combat, UI, and in game hazards in the arena
- Designed readable UI to communicate information about player inventory and game progress

Personal Project: Twitter Recipe Finder (Python) — Sep 2017 - Sep 2017

- Called Twitter REST API to assess and filter for positive sentiment in Tweets sharing recipe URLs

Team Design Project: Programmable RC Car (Assembly) — Jan 2016 - Apr 2016

- Implemented a programmable RC car and text-based interface from proposal to prototype
- Completed VGA and mouse assembly drivers for a Field-Programmable Gate Array (FPGA)
- Developed assembly code to implement and draw characters to the VGA monitor, increasing workflow

Extracurriculars:

Instructional Lead: Wolverine Soft Game Development Club — Sep 2015 - Present

- Created and discussed video game development with peers through Game Jams and meetings
- Directed and created new tutorials and format to teach new members core Unity and C# skills
- Integrated a show and tell period into weekly meetings to increase retention and highlight development

Honor/Awards:

Credited in research paper published in Learning, Analytics, and Knowledge 2017 Conference (2017)