Evan Czako

P. 203-803-8874   evan.czako@gmail.com   LinkedIn   Github   Portfolio   New York, NY

SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Python, Java, MATLAB

PROJECTS

ChordProGenerator   Live Site | Github

A fully-fledged songwriting app that generates chord progressions based on user input
- Served as backend developer for MERNstack team project.
- Used custom Express.js routes to make requests to a MongoDB backend in order to implement core app functionalities.
- Developed frontend logic to generate randomized musical chord progressions.
- Wrote SCSS needed to convert chord progressions into musical staff notation.

SoundClone   Live Site | Github

A SoundCloud clone build using React/Redux and Ruby on Rails
- Implemented core CRUD functionality for key features, including user profiles and audio tracks.
- Employed React components to allow bottom audio play bar to persist as users navigate site (no refresh on URL change).
- Utilized AWS S3 for cloud storage of audio and image files.
- Included backend and frontend validations for user authentication.
- Wrote custom Rails routes for non-standard backend requests.

DoughLoops   Live Site | Github

A dynamic drum machine implemented entirely in JavaScript, HTML, and CSS
- Fully implemented an interactable, single-page drum machine application granting users control of master track tempo, individual track volume, and pattern length.
- Utilized JavaScript event listeners to dynamically update and display track parameters.
- Incorporated JavaScript date object to account for imprecisions in setInterval function, ensuring long-term accuracy of BPM metric.
- Wrote CSS to optimize user experience.

EXPERIENCE

Lithography Process Engineer (October 2020 - April 2021)
ASML
- Managed lithography lab, ensuring appropriate availability usage by multiple departments. Oversaw site acceptance testing.
- Performed photolithography process on both production and R&D substrates.
- Qualified lithography processes for production components. Trained technician on the use of new fixtures.
- Assisted in the qualification of cutting-edge lab equipment, including DOE, film-thickness characterization using profilometer, and surface roughness characterization using confocal microscope.

Optical Process Engineer (July 2018 - October 2020)
ASML
- Wrote MATLAB programs and VBA macros to automate and accelerate the review of optical metrology data for both commercial and noncommercial modules.
- Compiled an executable MATLAB program allowing spindle polishing technicians to evaluate the surface figure error of optics in their workcenter, minimizing rework and saving several hours of processing time per optic.
- Scripted a new method of filtering surface figure data to improve compatibility with CNC MRF machines and increase the likelihood of successful MRF polishing runs.
- Facilitated pFMEA for optical metrology to identify and mitigate potential process risks.

EDUCATION

App Academy (Summer 2021)
- Immersive software development course with focus on full stack web development (3% acceptance rate, 1000+ hours).

Cornell University (Fall 2014 - Spring 2018)
- BS - Materials Science & Engineering - Cum Laude