Evan He

📞 647-804-4740 | ✉ e35he@uwaterloo.ca | in Linkedin | GitHub | 🌐 evanhe.co

Technical Skills

Languages: Python, C++, Java, Lua, HTML/CSS, JavaScript/TypeScript, VBA
Frameworks: Next.js, MongoDB, Express.js, React, Tailwind, Flask, PyTorch
Developer Tools: Git, VSCode, Blender Excel, Roblox Studio, Unity

Experience

Co-Owner & Lead Developer
Glazing Gorilla Games (Roblox Game Development Studio)

Aug 2022 – Present
Remote

- Led a team of developers to launch "Consume", a Roblox game with over **2.6 million monthly active users**, generating between **$10k and $60k** in monthly revenue.
- Engineered a performant, **object-oriented** NPC AI framework in **Lua**, implementing **parallel processing** for complex behaviors including **pathfinding, animation, and combat,** while minimizing performance overhead.
- Leveraged **single-script architecture** to implement core gameplay mechanics such as **item systems, lighting, data management, and multiplayer functionality,** streamlining development and enhancing code maintainability.
- Spearheaded marketing strategy and community engagement, contributing to **75 million views** and influencer promotion by creators with a combined **55 million subscribers.**

Software Developer
Waterloo Reality Labs

Sept 2024 – Present
Waterloo, ON

- Developed a Unity system using C# to process **real-time environmental data** and generate dynamic AI responses using the OpenAI API.
- Designed and implemented testing environments to validate AI response accuracy and scene comprehension systems.

Co-Founder & Co-Director
EdgeHacks (Winter Hackathon)

Oct 2023 – Jan 2024
Remote

- Co-founded and directed a hackathon with **103** participants and **23** completed projects, overseeing event strategy and execution to foster innovation and collaboration.
- Secured **$1,335** in sponsorships and led an **11-member** team to manage logistics, marketing, and participant engagement.

Web Developer
STEM Minds

Oct 2022 – Jan 2023
Remote

- Designed and developed a SKU-generating web application using **Flask, HTML, CSS, and Javascript,** reducing manual administrative workload by **40%**.
- Collaborated with a cross-functional team to enhance UI/UX using Figma, refining over **20** design components to improve design clarity.

Projects

One Million Notes 🔗 | *Next.js, TypeScript, Tailwind, Firebase*

- Built a full-stack web application for UofTHacks 12, winning **Best Beginner Hack** out of **126 participating teams**.
- Designed and implemented a high-performance app using **Next.js** and **TypeScript**, leveraging **list virtualization** to dynamically render **over a million components** seamlessly.
- Integrated the **Gemini API** for real-time moderation of user-generated messages, ensuring a safe and respectful platform environment.

GeeseTalk 🔗 | *Next.js, PostgreSQL, Tailwind, Flask, Neon, Prisma, Google Gemini, ElevenLabs*

- Developed a full-stack web application with **Next.js, and Tailwind**, using **recursion** and **react-organizational-chart** to dynamically render interactive trees of lessons.
- Used **Flask, and WebSocket** to enable real-time AI interactions and video analysis, integrating **ElevenLabs** for lifelike voice simulations.
- Leveraged **Google Gemini 1.5** for advanced video/audio analysis, delivering personalized, real-time feedback and optimizing performance with **Base64 encoding** for efficient media transfer.

Education

University of Waterloo
Bachelor of Applied Science (BASc) in Management Engineering

Sept 2024 – Present
Waterloo, ON