

# EVAN HE

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## 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

Aug 2022 – Present

*Glazing Gorilla Games* (Roblox Game Development Studio) *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

Sept 2024 – Present

*Waterloo Reality Labs* *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

Oct 2023 – Jan 2024

*EdgeHacks* (Winter Hackathon) *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

Oct 2022 – Jan 2023

*STEM Minds* *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 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.

### 📍 Language Identification Project | *Python, ResNet-50, PyTorch, React, Flask*

- Developed a language identification system achieving **84.88%** accuracy across five languages using a fine-tuned ResNet-50 model in **PyTorch**.
- Utilized Roboflow to curate and manage an 866-image dataset, achieving convergence in 15 epochs.
- Programmed and deployed a full-stack web application (**Flask/React**) to provide public access to the language identification model hosted on Hugging Face, enabling real-time inference through a user-friendly interface.

## EDUCATION

### University of Waterloo

Sept 2024 – Present

*Bachelor of Applied Science (BASc) in Management Engineering*

*Waterloo, ON*