Evan Stegall

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Education

Rice University Expected May 2024
Bachelor of Science in Computer Science Houston, TX

Relevant Experience

IBM Corporation May 2023 - Current
Backend Development Intern

- Collaborate with data engineering and development teams to support crucial processes within IBM.

Chevron Corporation May 2022 – August 2022
Software Engineering Intern

- Created internal database scrapers for large-scale data aggregation and inference for use by Chevron business units in making operational decisions.
- Wrote scripts in **Python/Pandas** and **Java** to extract and aggregate information from technical engineering documents in order to uncover data about document life cycles, relations, and history, using **PostgreSQL** to pull data.
- Leveraged the use of **Databricks** and **Apache Spark** in order to maintain performance when scaling to analyzing millions of files.

Rice Apps June 2022 - May 2023
Full Stack Developer

- Collaborated with a team of developers to develop a web app built with **Next.js** and **Supabase** aimed at streamlining the public party registration and volunteer management process at Rice.
- Spearheaded the creation of a user-friendly registration page that allowed seamless addition, removal, and updating of attendee information, while incorporating search and filtering functionalities for efficient registration management.
- Implemented an analytics dashboard, showcasing charts displaying registration data and a real-time attendance graph in order to provide valuable insights for monitoring and future event planning.

Rice U. CS Department January 2022 - Current
Teaching Assistant

- Served as a teaching assistant for Rice's lower and upper level algorithms courses: COMP 182/COMP 382.
- Supported 200+ students through holding twice-weekly office hours and providing online help.

Projects

Chess Bot | *Rust* May 2022 - July 2022

- Created a playable chess engine with full support for FIDE rule set, FEN string notation, and a CLI interface in pure **Rust**.
- Implemented the minimax search algorithm with alpha-beta pruning and quiescence search to be used in play and for analysis.

Personal Website | *JavaScript* July 2022

- Created a linux shell themed personal website in React, hosted and deployed via **Netlify**.

The Missing Link | *Python* January 2022

- Worked on a team of four to develop a link prediction model for a given social network, winning the award for best underclassman team in the 2021 Rice Datathon.
- Implemented and trained a random forest classifier using **Tensorflow** and **Pandas**, resulting in 70.1% precision despite highly sparse network.

FEAT | *Java* August 2021 - December 2021

- Utilized object-oriented programming principles to create an automatic test suite generator Python programs.
- Took in an input of "buggy implementations" and used a greedy algorithm to find an approximately minimal set of test cases that hit every implementation.
- Created internal data structures that mimic Python data structures to ensure that behavior would be constant when switching between the two languages.

Technical Skills

Languages: Python, Java, Rust, Scala, C, SQL, JavaScript, HTML/CSS
Technologies/Frameworks: React Native, Next.js, Node.js, Supabase, Git, Azure, IBM Cloud, Apollo GraphGL