

EVAN STEGALL

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Education

Rice University

Bachelor of Science in Computer Science

Expected May 2024

Houston, TX

Relevant Experience

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 - Current

Full Stack Developer

- Currently developing an application to assist the creation of Rice Public Pa
- Created backend for an e-commerce web app by implementing an Apollo **GraphQL** server, using **Google Cloud** for additional data storage, deploying it via **Heroku**.
- Collaborated with a team using **Agile** methodologies developing in one week sprints.

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 chess game with full support for FIDE rule set, FEN string notation, and a CLI interface in pure **Rust**.
- Implemented an engine using a 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, C, SQL/NoSQL, JavaScript, HTML/CSS

Technologies/Frameworks: React, Node.js, Git, Azure, MongoDB, Apollo GraphQL

Additional Experience

Rice Remix CS

March 2022 - May 2022

Student Mentor

- Taught a seven-week long intro to Python course to high school students in the greater Houston Area.
- Worked with co-mentor to create engaging and effective lesson plans.