Evan You

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Education

University of Minnesota CSE, BS in Computer Science — Expected May 2026

- **GPA:** 3.6/4.0
- **Dean's List:** Fall 2023, Spring 2024, Fall 2024, Spring 2025
- **Coursework:** Machine Learning Fundamentals, Internet Programming, Introduction to Artificial Intelligence, Operating Systems, Program Design & Development, Data Structures & Algorithms, Machine Architecture & Organization, Functional Programming

Experience

Contract Software Engineer, Medtronic – Mounds View, MN — Sept 2025 – May 2026

- Developed and continued improving a mobile application testing framework and observability systems, optimizing logging to surface actionable data while filtering unnecessary metrics to ensure performance efficiency.

Software Engineer Intern, Medtronic – Mounds View, MN — June 2025 – Aug 2025

- Engineered a native `C#` logging library to extend existing functionality in a cross-platform .NET MAUI mobile application used for pacemaker configuration, enabling structured and consistent log formatting compatible with the ELK (Elasticsearch) stack.
- Integrated the enhanced logging system across the mobile frontend (JavaScript) and backend (`C#/C++`) to track user interactions, improving traceability of pre-crash behavior for developers and VT teams.
- Collaborated with cross-functional teams to ensure seamless logging coverage throughout the application lifecycle, boosting debuggability and supporting future analytics or system diagnostics.

Software Engineer Intern, Daikin Applied – Plymouth, MN — May 2024 – Feb 2025

- Developed a CI/CD pipeline for a LabVIEW application used across all instances of HV/AC controllers, reducing deployment time by 30% and increasing deployment frequency by 50%.
- Automated repetitive tasks in testing and deployment using Shell scripts, leading to a 40% reduction in manual effort and a significant improvement in team efficiency.
- Assisted in developing 7+ commands dedicated to testing the I/O functionalities of HV/AC controllers, resulting in a 20% improvement in testing efficiency.
- Engineered a regression testing pipeline to automate 79+ test cases, enhancing QA effectiveness and reducing manual testing effort by 50%.

Projects

UMN Drone Simulation — `C++`, Typescript, Docker

- Developed a Drone Simulation of the UMN Campus by designing a scalable system that followed SOLID principles and incorporated design patterns to ensure maintainability.
- Implemented a Singleton-based Data Collection Manager to centralize and decouple simulation data logging, essential for debugging, analytics, and future feature extensibility.
- Implemented various pathing algorithms to optimize drone navigation and built a full-stack system with a TypeScript front-end and `C++` back-end, deploying it using Docker for seamless execution.

Multithreaded HTTP Server — C, Linux

- Built a multi-threaded HTTP server using C and POSIX threads, featuring a fixed-size thread pool for concurrent client handling and efficient TCP socket communication (socket(), bind(), listen(), accept()).

Skills

Languages: C#, C, C++, Java, Python, JavaScript, TypeScript

Frameworks & Technologies: .NET, Docker, React, Node, Azure DevOps, Azure Pipelines (yaml), Git, Bash/Zsh

Methodologies & Practices: Continuous Integration/Continuous Deployment (CI/CD), Object-Oriented Programming (OOP), Agile/Scrum, SOLID Design Principles