Evan You

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EDUCATION

University of Minnesota - Twin Cities, College of Science and Engineering   *Minneapolis, MN*
Bachelor of Science Computer Science   Expected May 2026
Cumulative GPA: 3.6/4.0, Dean's List (Fall 2024)
Relevant Coursework: Operating Systems, Program Design and Development (C++), Applied Linear Algebra, Functional Programming, Data Structures and Algorithms, Machine Architecture and Organization, Programming in C

EXPERIENCE

Daikin Applied   *Plymouth, MN*
Software Engineer Intern   May 2024 – February 2025
- Developed a CI/CD pipeline for a LabVIEW application used across all instances of HVAC 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 HVAC 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%.

PROJECT EXPERIENCE

Tetris Clone   *C++*
- Designed and implemented a Tetris clone using C++ and Object-Oriented Programming (OOP) principles, focusing on modularity and code reusability.
- Developed core gameplay mechanics including block generation, movement, rotation, and line-clearing algorithms, ensuring adherence to classic Tetris rules.

Todo-er   *C# / .NET*
- Developed a desktop application using C#, .NET, and WPF to create a modern and user-friendly To-Do list management tool following the MVVM (Model-View-ViewModel) design pattern.
- Implemented data binding and commands in WPF to achieve a responsive user interface, enhancing usability and user interaction.

Scribbler   Javascript, HTML, CSS
- Developed a web-based sketching application using HTML, CSS, and JavaScript to provide users with an intuitive and interactive drawing platform.
- Demonstrated strong problem-solving skills in identifying and resolving technical challenges throughout the development process.

Mini-Tar   C
- Developed a simplified POSIX-compliant tar utility (minitar) by implementing file archiving, extraction, and modification functionalities in C, achieving interoperability with standard tar tools and ensuring robust error handling for file I/O operations.

SKILLS

Programming Languages: C#, C, C++, Java, Python, Javascript, HTML, CSS

Frameworks & Technologies: .NET, Docker, Azure DevOps, Azure Pipelines (yaml), Git, GitHub, Bash

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