Evan Frawley

github.com/evanfrawley
Seattle, Washington 98105
frawley@uw.edu • 626-241-8919

Experience

Software Engineering Intern
March 2017 – Sept. 2017

Curalate.com – Seattle, WA – commerce integrations & social media experiences SaaS platform
- Designed and implemented two features from scratch: *1)* a self-serve setup workflow for Shopify and Magento ecommerce API integrations, and *2)* tracking the coverage and status of clients' catalogs
- Created endpoints in the REST API, added tables in SQL and accompanying code to write data
- Engaged in the feature creation process, including user interviews, design, and implementation
- Worked in a fast-moving team environment, shipped high quality code to production weekly
- *Technologies used: Scala, Angular 1.5, TypeScript, Less, MySQL*

Software Engineering Intern
June 2016 – Sept. 2016

Smartsheet.com – Bellevue, WA – collaborative cloud workflow management SaaS platform
- Implemented and shipped a feature that engaged with 15,000 users to assist team invitations
- Added and improved AJAX routes and public REST API endpoints and their public documentation
- *Technologies used: Java, JavaScript*

Teaching Assistant
Sept. 2016 – Present

Client Side Web Development & Technical Foundations – UW Information School
- Designed core curriculum for lecture, homework, and labs to drive learning objectives
- Led lab sections where I mentored students, teaching web development & foundational skills
- *Technologies used: React, JavaScript, HTML, CSS, Firebase, R, GitHub, Mapbox, YouTube API*

Skills

Languages	Java • Scala • React • Redux • Flux • TypeScript • JavaScript • Angular • Elm • Less • R
Technical	Git • REST Design & Architecture • Object-oriented design • Functional programming

Education

University of Washington, Seattle — *Graduating June 2018*
Informatics, Bachelor of Science – emphasis in Software Engineering

Projects

EsportsEDU
June 2016 – Present

Co-founder of non-profit startup – High School Varsity Esports & STEM engagement programs
- Designing high level architecture of online platform and system for educator and student users
- Engaging in partnership conversations, developing business strategies, and creating pitch materials
- Placed 2nd in Joust New Venture Competition, Finalist in UCI New Venture Competition
- *Technologies used: React, Redux, TypeScript, Less, Node, Express, PostgresQL, R*

Climb.gg
Feb. 2016 – April 2017

Personal project with a small team – League of Legends analytics platform
- Developed and implemented the UI for displaying player data and player map movement
- Created a video ingestion pipeline to consume videos to be used for computer vision and OCR
- Developed API business logic for querying both Postgres and MongoDB instances
- *Technologies used: Elm, Less, Scala, Play Framework, Digital Ocean, PostgresQL, MongoDB, OpenCV*

Hackathons & Achievements

HuskyInnovate 2017, DubHacks 2016, NW Hacks 2016, HackUCSC 2015, DubHacks 2015
Eagle Scout *(bronze, silver, & gold palms)*