EVAN SITT

Computer Science Student

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EXPERIENCE

Instructor (Functional Programming)

Eötvös Loránd University

September 2019 – Ongoing Budapest, Hungary

- Introduce incoming first year students to the functional programming paradigm, from good coding habits to basic algorithms, by using a practical coding methodology.
- Organize and manage curriculum and consultations to promote better student progression and performance.
- Recruited and organized a team of 12 undergraduate students in furthering their pursuit of functional programming with the development of a digital signal processing framework.

Student Developer

Ericsson Hungary

March 2019 – December 2019 Budapest, Hungary

- Have proper knowledge and skill in coding with Erlang for telecommunication applications.
- Write functional tests for new functionality developed by the team.
- Address customer raised Trouble Reports and Issues in a timely manner via debugging and testing.
- Extend and refactor legacy code for better performance, efficiency, and maintainability.

PROJECTS

Digital Signal Processing Plugin for Multilayered Synthesis

Eötvös Loránd University

2019-2020 Academic Year

This project will implement a DSP plugin, using the Virtual Studio Technology 3 (VST3) interface standard. The project will handle MIDI input and generate a polyphonic multilayered synthesizer waveform via the use of wavetables, combining both additive and subtractive synthesis.The implementation of the project will be accomplished with the use of the JUCE framework. The application will be hosted by any VST3 compatible DAW, or used as a standalone synthesizer application.

Implementation of Digital Synthesis in Functional Programming

Eötvös Loránd University

2019-2020 Academic Year

Digital synthesis is a cross discipline application used in fields such as music, telecommunication, and others. The nature of digital synthesis involving multiple tracks as well as parallel post-processes lends itself naturally to the functional programming paradigm. The paper demonstrates this by creating a fully functional, cross platform, standalone synthesizer application framework implemented in a pure lazy functional language. The application handles MIDI input and produces wav output played by any multimedia player. Therefore, it can serve as a preprocessor for users who intend to create digital signals before transcribing them into a digital or physical media.

MY LIFE PHILOSOPHY

"Proactive Versatility."

STRENGTHS

Good Leader, Better Follower
Diverse Skillset Passionate
Meticulous Resourceful
Kind and Compassionate
Socially Responsible

SKILLS

C++ JAVA Git Erlang JUCE
Concurrent Clean LaTEX Python
SQL HTML/CSS Adobe Photoshop
Adobe After Effects FL Studio

LANGUAGES

English
Cantonese Chinese
Spanish
Magyar

EDUCATION

B.Sc. in Computer Science

Eötvös Loránd University

Sept 2017 – June 2020

Thesis title: Digital Signal Processing Plugin for Multilayered Synthesis

CITIZENSHIP

United States of America

Natural Born Citizen