EVAN SITT

Junior Backend Developer

@ Sitt.Evan@protonmail.com +1 325 939 7642
3511 Christoval RD, TRLR 521, San Angelo, TX 76903 United States
in linkedin.com/in/evan-sitt/ github.com/ParadoxChains

EXPERIENCE

Junior Developer

Farm Fare

April 2020 – Ongoing Cleveland, Ohio

- Review and verify production code written in the Haskell functional programming language before approving pull requests.
- Build the backend server for handling requests via RESTful API using the Yesod framework written in the Haskell functional programming language.
- Deploy and maintain back end server on Google Cloud through use of Kubernetes Engine, Cloud Build, and Stackdriver.
- Ensure Farm Fare's high standard of production code and ease of maintenance via setting up Continuous Integration and Continuous Deployment on code repository.
- Configuration of the Odoo business management framework to best fit Farm Fare's objectives and provide detailed end-user documentation.

Instructor (Functional Programming)

Eötvös Loránd University

September 2019 – June 2020 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.

Freelance Music Composer and Producer

Freelance Sole Proprietorship

August 2008 – Ongoing USA

- Created original soundtracks for five Steam releases and three mobile games.
- Compose and produce music tracks for client projects and commissions.
- Manage client communications and business arrangements.
- Develop streaming channel and coordinate work with other freelancers.
- Handle marketing strategy and social media presences.

MY LIFE PHILOSOPHY

"Proactive Versatility."

STRENGTHS

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

SKILLS

C++ | JAVA | Git | Linux | Haskell
Yesod | Kubernetes | Docker
Google Cloud | Continuous Integration
Continuous Deployment | Erlang
RESTful API & Architecture | JUCE
Javascript | LaTEX | Python | SQL
HTML/CSS | Odoo/OpenERP
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

Associates Degree in Science

Harold Washington College

Sept 2001 – June 2002

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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.

How to Increase Interest in Studying Functional Programming via Interdisciplinary Application

Eötvös Loránd University

2018-2019 Academic Year

Functional programming represents a modern tool for applying and implementing software. The state of the art in functional programming reports an increasing number of methodologies in this paradigm. However, extensive interdisciplinary applications are missing. Our goal is to increase student interest in pursuing further studies in functional programming with the use of an application: the ray tracer. We conducted a teaching experience, with positive results and student feedback, described here in this paper.

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