

# EVAN HUM

WATERLOO MECHATRONICS ENGINEERING BASc – May 2024 | A.I SPECIALIZATION

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## SKILLS

- HTML/CSS
- JavaScript
- React
- Java
- Python
- Cypress
- C
- C++
- Golang
- PostgreSQL
- MySQL
- Git

## EXPERIENCE

### LEAD SOFTWARE DEVELOPER • FIRST MILE TECHNOLOGY

September 2024 –Present

- Collaborated with business leaders to gather project specifications for a Python-based user interface designed to manage large file handling within the film industry
- Developed core features including file compression, bundling, and cloud service uploads, streamlining file management workflows
- Optimized upload efficiency by implementing chunking and threading techniques, reducing upload time and ensuring successful transfers over weaker network connections.

### QA AUTOMATION ENGINEER • RAILZ

May –August 2023

- Created Cypress automation scripts to simulate typical user workflows for the Railz Dashboard, ensuring comprehensive test coverage and repeatable outcomes across all use cases
- Developed RESTful POST API requests to retrieve and store new client data into the database based on the information being gathered from the Railz Dashboard

### FULL STACK WEB DEVELOPER • IMAGINE COMMUNICATIONS

September – December 2021

- Promptly integrated into an agile Scrum environment through contributing to current and future sprints while developing clear and concise communication from 15-minute daily scrum meetings
- Developed new QOL features such as new keyboard shortcuts for customers and personalized logins for developers who needed to use the automated testing in a Typescript environment

### WEB DEVELOPER/GAME DESIGNER • THE RHETORICON (University of Waterloo)

January – April 2021

- Elicited requirements and translated them into use cases, data models, and a REST API design
- Developed five REST API endpoints, corresponding tests, and a pagination utility using Golang
- Built core components and pages with React, TypeScript, and Next.js including a custom text highlighter, a moderator interface, and complex forms, enabling the crowdsourcing of annotated linguistic research data

## PROJECTS

### SPICETREE • AUTOMATED SPICE STORAGE AND DISPENSING SYSTEM

September 2023 – April 2024

- Developed an automated spice storage and dispensing system capable of storing up to 24 ingredients and automatically refilling and dispensing with ¼ tsp of accuracy through voice recognition and touch display
- Created motor control library in Python to interface with motors and actuators so that all motors can be run simultaneously to increase the efficiency by allowing up to 4 ingredients to dispense at one time
- Designed a python-based GUI for users to add and remove spices to their device, and perform refill and dispensing operations for individual spices and spice combinations