

# Evan Kandell

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## RELEVANT EXPERIENCE

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### Dell Technologies

Software Engineer

June 2024 - June 2025

Austin, TX

- ❖ Refactored legacy Python codebase to reduce technical debt and improve maintainability across core system
- ❖ Utilized Git, Jira, and Confluence to document bug fixes and workflow optimizations, contributed to team knowledge-sharing, and improved pytest testing suite to ensure reliability and >85% code coverage
- ❖ Actively participated in technical design sessions and daily Agile stand-ups to support organized, timely delivery of critical bug fixes and defect resolutions to associated business team
- ❖ Employed ML model to measure efficacy of team's product, identifying opportunities to:
  - save \$1 million/year via alternate software
  - automate up to 50 million hours of manual data stewardship

### Toast Mobile

Front End Game Developer

January 2025 - Present

Remote

- ❖ Utilize Flutter and Dart to create multi-platform mobile game through full development process
- ❖ Engage with Flame, Riverpod, Firebase, and more to ensure smooth connections with API and database
- ❖ Responsible for adapting given design to app's UI, regularly interface with senior developer on progress

### Dell Technologies

Data Science Intern

May 2023 - August 2023

Austin, TX

- ❖ Created machine-learning model to validate entity resolution, achieving 78% accuracy and 90% precision
- ❖ Advanced integration of machine-learning entity resolution model to refine data integrity

### University of California, Berkeley

Course Tutor, Foundations of Data Science

May 2022 - August 2022

Berkeley, CA

- ❖ Taught Python and statistics in 6-8 student tutoring sections, office hours, and 30-student lab sessions
- ❖ Conducted detailed code reviews that strengthened students' programming and problem-solving skills

## EDUCATION

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### University of California, Berkeley

B.A., Computer Science

Minor, Data Science

May 2024

Berkeley, CA

3.62 Technical GPA

## PROJECTS (GitHub links available upon request)

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- **Flexextensions (Ruby/Rails)** — In Agile team, built web app to interface with university services. Included frequent standups, customer meetings, pair programming, assigning/tracking stories. Emphasis on ideal API design, database schema, and code hygiene. Connected with 3rd party auth tools for login security
- **NLP Project (Python)** — Used Natural Language Processing theories and tools such as BERT and LGBM Classifier to create and analyze a classification model based on text embeddings scraped from internet
- **Encrypted File Sharing (Golang)** — Designed client to store data using public and private key cryptography for confidentiality, digital signatures, and HMACs; defended against multiple threat models
- **Pacman AI/ML (Python)** — Applied algorithms and tools such as A\* search, logical inference, Hidden Markov Models, Q-learning, Bayes Networks, and neural networks to solve complex search problems

## LANGUAGES/SKILLS/INTERESTS

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- **Languages:** Python; Java; Flutter/Dart; Go; HTML/CSS; Javascript; C/C++; Swift; Ruby/Rails; SQL
- **Skills:** Git; REST APIs; Agile Practices; Pandas; Numpy; Jupyter; RegEx; Office Suite
- **Strengths:** Problem Solving; Collaboration; Communication; Leadership; Education; Thoughtfulness
- **Interests:** Ultimate Frisbee; Travel; Board Games; Logic Puzzles; *The Office*; Pop music