

EVAN ROBINSON

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EDUCATION:

Bachelor of Science in Computer Science (Cum Laude)

GPA: 3.61/4.0

University of Florida, Gainesville, FL

December 2024

Charles III University of Madrid

Spring 2024

- Study abroad program focusing on computer science core requirements.

WORK EXPERIENCE:

Software Engineer Intern – Solution Cables Inc., Gainesville, FL

September 2024 – December 2024

- Built order return tracking to surface product issues and customer behavior insights, boosting decision-making around restocking and quality by 25% in one quarter.
- Integrated return shipping costs, detailed order itemization and a purchase order system into existing full-stack order management system for improved accuracy using TypeScript, tRPC, and PostgreSQL.
- Strengthened vendor relationship management to facilitate smooth reordering and maintain supplier connections.

Systems Engineering Intern - Fortinet, Inc., Sunrise, FL

May 2022 – August 2022

- Configured network topology using FortiGates in collaboration with 10 team members to support secure infrastructure design.
- Gained foundational knowledge of the OSI model and explored cybersecurity vulnerabilities and mitigation strategies at each layer.
- Developed strong communication and collaboration skills through mentorship, peer teamwork and relationship-building with supervisor.

TECHNICAL SKILLS:

- **Programming:** Golang, TypeScript, Python, Java, C++, Git, Docker
- **Frameworks:** React, Angular, Svelte
- **Databases:** PostgreSQL, SQLite

PROJECTS:

Swamp Review

github.com/Code-Goblins2024/swamp-review

- Designed a review website using React and JavaScript, showcasing 30+ authentic student reviews of on-campus housing options at the University of Florida.
- Engineered backend REST API via Supabase and oversaw database management and content moderation for administrators and moderators.
- Collaborated with team members using the Agile Methodology to provide bi-weekly status updates to an advisor.

CSUpgrade

github.com/erobx/csupgrade

- Engineered and gamified a unique group-based skin upgrading platform within the Counter-Strike 2 economic system.
- Developed a dynamic store page with rotating skin crates for skin replenishment and integrated UI filters with intuitive data displays in React and TypeScript.
- Notified and synchronized users through WebSockets in Golang and TypeScript, creating a seamless user interface for real-time communication, analytics, deciding winners and maintaining group counts.
- Collected 1200+ rows of skin data and their images from Counter-Strike 2's game files stored in a PostgreSQL database through Python scrapping.