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**

- Developed a return functionality for orders, enabling efficient restocking, profit recalculations, and the inclusion of return shipping costs, all integrated within the existing order management system.
- Established a streamlined purchase order system, complete with a new tracking interface, order itemization, and enhanced vendor relationship management, ensuring seamless reordering and supplier connectivity.

Systems Engineering Intern - Fortinet, Inc., Sunrise, FL **May 2022 – August 2022**

- Collaborated with team members to develop and configure a network topology using FortiGates.
- Interacted with the Inside Sales team about technical matters, i.e., networking and product support.

TECHNICAL SKILLS:

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

PROJECTS:

Swamp Review (https://swampreview.netlify.app) **https://github.com/Code-Goblins2024/swamp-review**

- Helped build a functional review website using React centered around real, verified students who have experienced on-campus living at the University of Florida.
- Focused on building the backend REST API using Supabase functions, creating and maintaining the database, and creating a content moderation panel for admins and moderators.
- Collaborated with team members using the Agile Methodology to provide bi-weekly status updates to our advisor.

BitTorrent **github.com/erobx/Knockoff_BitTorrent**

- Collaborated with two group members to develop a BitTorrent client based on specifications, simulating multiple peers connecting and exchanging data until each had the complete file.
- Managed peer states, including choke/unchoke operations, and implemented shuffling to prevent overutilization, ensuring balanced data distribution.
- Developed custom logging functionality to track peer states, with peers starting the data exchange process with a handshake, followed by state-based messaging.