

EVAN ROBINSON

erob7856@gmail.com

954-895-3992

ebob.dev

github.com/erobx

linkedin.com/in/erob-inson

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 an order return tracking system to identify trends in returned products, helping analyze the reasons behind returns and inform restocking decisions.
- Integrated return shipping costs, detailed order itemization, and a purchase order system into an in-house warehouse management software, enhancing its functionality and accuracy using TypeScript, tRPC, and PostgreSQL.
- Streamlined vendor relationship management by creating relational database connections linking customer orders to corresponding suppliers, simplifying reordering processes and maintaining strong supplier relationships.

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 my supervisor.

TECHNICAL SKILLS:

- **Programming:** Golang, TypeScript, Python, Java, C++, Git, Docker
- **Frameworks:** Fiber, React, NodeJS, Flask, Svelte
- **Databases:** PostgreSQL, NoSQL, SQLite

PROJECTS:

Swamp Review

swampreview.netlify.app

- Designed and built a review website using React and JavaScript for on-campus housing at the University of Florida, which grew organically through word-of-mouth and enabled users to leave and read authentic reviews.
- Engineered a backend REST API with Supabase, implementing content moderation tools like profanity filters, user-based flagging, and an admin portal for reviewing flagged content.
- Worked in a team of 4 using Agile Methodology. Conducted user interviews to iterate on the product, delivering working software to our advisor on-time at the end of every 2-week sprint.

CSUpgrade

csupgrade.ebob.dev

- Designed a gamified platform for Counter-Strike 2 tradeups, allowing groups of users to contribute skins for a chance to win higher-quality ones.
- Used WebSockets in Golang and TypeScript to enable real-time updates for active tradeups, notify users of winning, and synchronize group activity seamlessly.
- Developed a dynamic store page with rotating skin crates for low-tier skin replenishment and integrated UI filters with intuitive data displays in React and TypeScript.
- Collected 1200+ rows of skin data and their images from Counter-Strike 2's game files through Python scraping and stored them in a PostgreSQL database.