

Evan Robinson

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EDUCATION

Bachelor of Science in Computer Science (Cum Laude)

December 2024

University of Florida | Gainesville, FL

GPA: 3.61/4.0

Universidad Carlos III de Madrid | Madrid, Spain

EXPERIENCE

Software Engineer Intern

September 2024 – December 2024

Solution Cables Inc.

Gainesville, FL

- 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

May 2022 – August 2022

Fortinet, Inc.

Sunrise, FL

- 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.

PROJECTS

Swamp Review

October 2024 - December 2024

- 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. Used Git for code version control.

CSUpgrade

January 2025 - Present

- Designed a gamified, fullstack 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.

SKILLS

Programming: Golang; TypeScript; Python; Java; C++; HTML/CSS; SQL; NoSQL; Git; Docker; CI/CD; AWS; Kubernetes; Unit testing; Integration testing; Unix; Linux; Windows; Vim

Frameworks: Fiber; React; NodeJS; Flask; Svelte; Angular

Databases: PostgreSQL; DynamoDB; MongoDB; SQLite; MySQL