

Evan D. Patrick

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EDUCATION

CORNELL UNIVERSITY

BS IN COMPUTER SCIENCE

MINOR IN BUSINESS

Expected May 2021 | Ithaca, NY

College of Engineering

Dean's List (All Semesters)

Cum. GPA: 3.913 / 4.0

COURSEWORK

TECHNICAL

CS 2112 – OOP and Data Structures

Honors (Teaching Assistant)

CS 3110 – Functional Programming

CS 4750 – Robotics

CS 2800 – Discrete Structures

ECE 2300 – Digital Logic

MATH 2940 – Linear Algebra

MATH 1920 – Multivariable Calculus

ECON 3130 – Stats and Probability

BUSINESS

HADM 2230 – Financial Accounting

AEM 3249 – Entrepreneurial

Marketing/Strategy

SKILLS

PROGRAMMING

Proficient:

Java • NodeJS • OCaml

Comfortable:

C# • Python • Verilog • \LaTeX

Prior Experience:

C++ • Kotlin • JavaScript • HTML • CSS

FRAMEWORKS/TOOLS

Express • Git • TravisCI • SQLite3 •

Postgresql • Docker • Unix • Linux • ROS

• Unity • Inventor 2019

EXPERIENCE

PHIZZLE INC. | SOFTWARE ENGINEERING INTERN + RECRUITER

Summer of 2016, 2017, 2018 | New York, NY

- Developed high performance IoT edge computing solution in C# to generate C++ code based on a JSON rule set. This resulted in ~90% fewer computations when compared to the company's previous solution
- Developed a NodeJS portal that retrieves data from an online gaming engine and automatically generates broadcast-quality video graphics and updates via social media (published on company website)
- Created webapp that enables professional sports organizations to automatically select at random and direct message lottery winners via Twitter

CUAIR | CU UNMANNED AIR SYSTEMS – PLATFORM SUBTEAM

September 2017 – Present | Ithaca, NY

- Developing software for an autonomous unmanned aircraft that is capable of takeoff, landing, object recognition and classification, and waypoint navigation
- Utilizing Java Spring Framework to develop the ground server responsible for communication between the aircraft and the ground station
- Created Data Access Object (DAO) Factory which utilizes the intern design pattern to minimize redundant DAOs. This led to an optimization of 60% less space used

FIRST ROBOTICS TEAM 7400 | SOFTWARE MENTOR

January 2017 – Present | Melville, NY

- Working closely with high school students teaching them software engineering principals necessary to design and program a competitive robot

FIRST ROBOTICS TEAM 3624 | DIRECTOR OF ENGINEERING

September 2013 – June 2017

- Lead engineer on high school robotics team during senior year
- Responsible for managing development timelines and making key design decisions based on technical and financial restrictions
- Trained junior team members in both a classroom setting and individually on concepts such as C++, OOP, data structures, Quality Function Design, PID control, and design using CAD

NATIONAL COMPUTER CAMP | RESIDENT INSTRUCTOR

Summer of 2015 | Fairfield, CT

- Taught computer science and engineering concepts to kids ranging from eight to fifteen years old
- Topics taught includes Java, C++, data structures, algorithms, computer hardware, networks, and CAD

AWARDS

2017 Winner

2017 All-Star Competitor

2017 2x Finalist

2017 Tied 1st/50

2016 Tied 1st/50

2015 Finalist

Suffolk ASSET \$2000 Scholarship

American Computer Science League

FRC Robotics RPI and Hofstra Competitions

St. Joseph's Computer Programming Competition

St. Joseph's Computer Programming Competition

FRC Robotics RPI Competition