Evan D. Patrick

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EDUCATION

CORNELL UNIVERSITY
BS in Computer Science
Minor in Business
Expected Dec 2020 | 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 (In-progress)
CS-4750 – Robotics (In-progress)
CS-2800 – Discrete Structures
ECE-2300 – Digital Logic and Computer Organization
MATH-2940 – Linear Algebra
MATH-1920 – Multivariable Calculus
ECON-3130 – Statistics and Probability (In-progress)
Business
HADM-2230 – Financial Accounting (In-progress)
AEM-3249 – Entrepreneurial Marketing/Strategy (In-progress)

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	Suffolk ASSET $2000 Scholarship
2017	All-Star Competitor	American Computer Science League
2017	2x Finalist	FRC Robotics RPI and Hofstra Competitions
2017	Tied 1st/50	St. Joseph's Computer Programming Competition
2016	Tied 1st/50	St. Joseph's Computer Programming Competition
2015	Finalist	FRC Robotics RPI Competition