

# Evan D. Patrick

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## EDUCATION

### CORNELL UNIVERSITY

#### BS IN COMPUTER SCIENCE

Expected Dec 2020 | Ithaca, NY

College of Engineering

Dean's List (All Semesters)

Cum. GPA: 3.913 / 4.0

## COURSEWORK

Honors OOP and Data Structures •

Functional Programming ◦

Robotics ◦

Discrete Structures

Digital Logic/Computer Organization

(● = TA, ◦ = Currently Enrolled)

## SKILLS

### PROGRAMMING

Proficient:

Java • OCaml

Comfortable:

NodeJS • C# • Verilog •  $\LaTeX$

Prior Experience:

Kotlin • C++ • JavaScript • HTML • CSS

### FRAMEWORKS/MISC.

Spring(Java) • Express(NodeJS) • Git •

TravisCI • Postgresql • Unix • Linux •

Unity • Inventor 2019

## EXPERIENCE

### PHIZZLE INC. | RECRUITER + SOFTWARE ENGINEERING INTERN

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

- Developed C# program to generate C++ code based on a JSON rule set provided from a fog node to run on routers for high performance IoT edge computing
- Developed a Node.js portal to manage data from an online gaming engine to automatically generate broadcast-quality video graphics and updates via social media which was published on the company's website
- Completed a project under strict deadlines that enables professional sports organizations to automatically select at random and direct message lottery winners via Twitter
- Parsed aggregated data from Twitter and compiled meaningful statistics such as user sentiment and common products

### NATIONAL COMPUTER CAMP | INSTRUCTOR

Summer of 2015 | Fairfield, CT

- Taught computer science and engineering concepts including Java, C++, data structures, algorithms, computer hardware, networks, and CAD

## ACTIVITIES

### CUAIR | MEMBER OF PLATFORM SUBTEAM

Sep 2017 – Present | Ithaca, NY

- Develop software for an autonomous unmanned aircraft that is capable of takeoff, landing, object recognition and classification, and waypoint navigation
- Utilize Java Spring Framework to develop the ground server responsible for communication between the aircraft and the ground station

### FIRST ROBOTICS TEAM 7400 | SOFTWARE MENTOR

January 2017 – Present | Melville, NY

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

## 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