

EVAN PATRICK

Looking for Full Time Positions in SWE or Distributed Systems Research

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EXPERIENCE

LYFT

Software Engineering Intern

📅 June 2020 – July 2020 📍 San Francisco, CA

- Led development for service to monitor the health of all of Lyft's services. Results of this service are routinely shared with engineering directors to gauge Lyft's reliability as a whole.

UBER ATG

Software Engineering Intern

📅 May 2019 – August 2019 📍 Pittsburgh, PA

- Designed and implemented system on autonomous vehicle to communicate between the main software stack and failsafe device in order to minimize bandwidth usage.
- Implemented a highly efficient and reliable linear algebra library in C. This project is a fundamental dependency for vehicle pose estimation.

CUAIR | UNMANNED AIR SYSTEMS

Platform Systems Lead

📅 September 2017 – Present 📍 Ithaca, NY

- Leader of project team that creates autonomous fixed winged aircraft capable of waypoint navigation and ground target detection.
- Lead subteam responsible for autonomous image acquisition and management. Teaching and utilizing HTTP requests, inter-process comms, and frontend/backend development.

PHIZZLE INC.

Software Engineering Intern

📅 June 2016 – August 2018 📍 New York, NY

- Developed high performance IoT edge computing solution to generate C++ code based on a JSON rule set.
- Resulted in ~90% fewer computations when compared to the company's previous solution.

TECHNICAL SKILLS

Programming

Java Python C/C++ Golang C# NodeJS
Verilog \LaTeX Kotlin JavaScript HTML CSS

Frameworks/Tools

Git Linux Protobuf Docker Docker Compose
ROS TravisCI Numpy TCP/UDP

EDUCATION

B.S. Computer Science

Business Minor

Cornell University

📅 Expected May 2021 📍 Ithaca, NY

- GPA: 3.9 / 4.0
- Dean's List: All semesters

PROJECTS

AMAZEBALL

- Embedded system with custom GPIO and I2C drivers that interfaces with an LED matrix and an IMU to play a maze game by tilting the board.

GAZEBO ROBOT

- Controlled a simulated robot to perform various tasks with ROS. Utilized Markov decision processes, inverse kinematics, path planning and pure pursuit path following.

GAME LOBBY

- Ocaml library that runs an AI against an arbitrary board game. Uses Monte Carlo tree search as it's core algorithm.

COURSEWORK

Past Coursework

- CS 2112 – Honors Data Structures **TA, A+**
- CS 5414 – Distributed Systems **A**
- CS 4410 – Operating Systems **A+**
- CS 6110 – Advanced PL **A+**
- CS 3110 – Functional Programming **TA**
- CS 4820 – Algorithms **A**
- CS 3420 – Embedded Systems **A+**
- CS 6770 – Graduate Computer Vision **A+**