EVAN PATRICK

Seeking 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, interprocess comms, and frontend/backend development.

PHIZZLE INC.

Software Engineering Intern

June 2016 – August 2018

- 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

Golang | Python | Java | C/C++ | Rust | Verilog | LaTeX | Kotlin | JavaScript

Frameworks/Tools

Git | Linux | Protobuf/gRPC | 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.

SELECT 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+**

AWARDS

Most Popular TA

- Voted most popular TA for CS 3110 for Spring 2019

Suffolk Asset Scholarship

- Won scholarship for demonstrating passion for STEM in 2017. 10 winners out of 86 applicants throughout Long Island.