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 of new project to monitor and record the health of all of Lyft's services by calculating SLO adherence.
- Results of service opens path for the use of error budgets throughout company, such as freezing deploys, generating SEVs, and reporting business data for OKRs.

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

CHIP8 EMULATOR

- Chip8 emulator written in Rust, the instruction set that Pong originally ran on. Capable of running other games as well.

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.

GAME LOBBY

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

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.

SELECT COURSEWORK

Past Coursework

- CS 2112 – Honors Data Structures* **TA**
- CS 5414 – Distributed Systems
- CS 4410 – Operating Systems*
- CS 6110 – Graduate PL*
- CS 3110 – Functional Programming **TA**
- CS 4450 – Computer Networks
- CS 4820 – Algorithms
- CS 3420 – Embedded Systems*
- CS 6770 – Graduate Computer Vision*

Key: * = A+

AWARDS

Most Popular TA

- Voted most popular TA for CS 3110 (Spring 19)

Suffolk Asset Scholarship

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