EVAN HIRSH

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EDUCATION

Bachelor of Science, Computer Science   Expected May 2020
Rochester Institute of Technology

- Major: Computer Science
- Minor / Immersion: Advertising & Public Relations
- Related coursework: Intro to Computer Security, Principles of Data Mining, Analysis of Algorithms, Programming Language Concepts, Principles of Advertising

EXPERIENCE

Software Engineering Intern   Summer 2018
Datto, Inc - Norwalk CT

- Built and maintained services to quickly and efficiently push data to Elasticsearch and Kafka
- Created a user facing program which significantly reduced infrastructure diagnosis time
- Contributed fixes / improvements to open source services which were in use by the team

DevOps Engineering Intern   Fall 2017
Lenel Systems International, Inc – Pittsford NY

- Lead team wide effort to improve speed of pipelines by over 1000% by personally designing solutions and coordinating implementation with other members.
- Transitioned core steps to the cloud, freeing additional resources and further improving efficiency

PERSONAL PROJECTS

Ritchie – Discord bot written in Python

- Designed in conjunction with RIT Esports to be used by their own competitive teams and also professional organizations
- Learned how to interact with Rest API's, maintaining services for an active userbase, and building projects in an open source environment.

Watchpoint – Google Assistant skill written in JavaScript

- First publicly available skill to fetch match information from the Overwatch League, used by hundreds of users after launch.
- Learned how to develop cloud first serverless applications and build voice first interfaces.

FoodTrax – Web app to track food trucks written in JavaScript

- Worked on UI/UX with backend and firmware developers to produce an efficient application without frameworks
- This taught me how to design modular software that minimizes coupling, and how to design intuitive user interfaces as part of a team.

SKILLS & ABILITIES

Leadership

- President and Founder of RIT Esports, one of the most popular clubs at RIT, and one of the largest collegiate esports clubs in the nation. I created an efficient organizational structure, building teams that design user experiences and deliver software.
- RIT Debate Society E-Board for 2 consecutive years
- Varsity Crew Coxswain at The Gunnery for over 2 years.

Programming

- Languages: Python, Java, JavaScript, C, C#, SQL, Bash / Unix
- Frameworks: Kafka, Elasticsearch, Docker, Jenkins, Flask, Django