Evan Hiroshige

Contact: hiroshige.e@husky.neu.edu | 971-832-1151 | 2525 Lorinda Ct. West Linn, Oregon 97068
Online: linkedin.com/in/evanhiroshige | github.com/evanhiroshige

Education

Northeastern University   **September 2017 – Present**
Khoury College of Computer Sciences   *Boston, Massachusetts*
Candidate for Bachelor of Science in Computer Science and Mathematics, 2021   **GPA: 3.83/4.0**
Coursework:

- Software Development, Object-Oriented Design, Algorithms and Data, Discrete Structures, Logic and Computation, Theory of Computation
- Linear Algebra, Probability and Statistics, Group Theory, Differential Equations, Calculus 3

Honors: Dean's List (4 of 4 semesters), Dean's Scholarship

Technical Knowledge

Languages: Java, JavaScript (Node.js, React), Swift, Objective-C, Python | Familiar with C#, MATLAB
Other: Git, Unity, LaTeX

Work Experience

Drift – Software Engineer Co-op   **January 2020 – Present**
Java, JavaScript (React) | Enterprise Billing Team   *Boston, Massachusetts*

- Implemented subscription billing API to charge customers on checkout.
- Removed legacy billing logic from monolith as part of product-wide technical debt initiative and migrated to billing micro-service
- Aided in migration from one third-party billing provider to another by implementing billing logic to manage customer's subscriptions
- Built components and updated UI for billing pages

Intuit – Software Engineer Co-op   **January 2019 – July 2019**
Swift, Objective-C | QuickBooks Self-Employed, Core Team iOS   *Mountain View, California*

- Implemented transaction bulk-categorization, a feature which minimizes time spent working in the app
- Implemented annual subscription in-app-purchase flow which 35% of new subscribers followed to sign up
- Built views for celebrating user milestones to promote user engagement
- Updated the application's dashboard, data insights, and first-time use views

Mentor, A Siemens Business – Software Development Intern   **May 2018 – August 2018**
C#, Unity | Context System Design Management Team   *Wilsonville, Oregon*

- Built an Android application to showcase Context SDM data in augmented reality, allowing users to search through classes and related data in an augmented reality graph

Volunteer Experience

ReGame-VR Lab – Volunteer Developer   **September 2018 – December 2018**
C#, Unity | Northeastern University Bouvé College of Health Sciences   *Boston, Massachusetts*

- Developed a Microsoft Hololens augmented reality application to help physical therapy students learn human brain anatomy

Projects

Shouldiball?   **January 2020**
Python, Selenium

- Command line script which scrapes Northeastern University's basketball court schedules and suggests if one should "ball."

Interests

Baking | Basketball and Lacrosse | Photography and Video (vimeo.com/evanhiroshige)