

# EVAN KIRKILES

Full Stack Software Engineer

📍 Greater New York Area

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## EDUCATION

### Yale University

09/2020 – 05/2024

B.S. Computer Science, GPA 3.85

New Haven, CT

→ *Coursework* Data Structures & Algorithms, Deep Learning for Big Data, Systems Programming, Computational Vision, Creative Embedded Systems, Software Engineering, Typography, Introduction to Graphic Design

→ *Leadership* Co-president, Design at Yale (a Friends of Figma affiliate). Founder, Yale Undergraduate 3D Graphics Club. Founder, Yale Experiment Programmers Organization. Member, Yale Computer Society.

## WORK EXPERIENCE

### The New York Times

06.2023 – 08.2023

Full Stack Software Engineer Intern

New York, NY

- Evaluated and expanded scope of client-side normalized Apollo GQL cache, reducing HTTP requests on some pages by 80%.
  - Architected new, ADA-compliant Bottom Sheet surface for article and newsletter recirculation, surfaced to >1 million users.
  - Improved site-wide Save functionality, allowing optimistic responses and single source of truth data on every NYT surface.
  - Engineered 1:1 home personalization package spike, allowing per-user personalization on the heavy-traffic NYT homepage.
  - During Maker Week, built native XR NYT reader using SwiftUI and the visionOS beta SDK, featured in the NYT Open Blog.
- TypeScript / React / Go / Scala / Python / GraphQL / SwiftUI / visionOS

### Channel Studio

01.2023 – 06.2023

Full Stack Software Engineer Intern

New York, NY

- Co-engineered an experimental music library explorer called Channel Music in campaign for brand publicity. Launches F2023.
  - Led migration of backend stack from Redis to AppSync / DynamoDB, lowering costs 80% and enabling horizontal scalability.
  - Codified cloud infrastructure using Terraform for deterministic cloud resource management, vastly boosting iteration speed.
  - Authored open source Terraform provider for Netlify, written in Go, for syncing Netlify deployment environment variables.
- TypeScript / React / Pixi.js / Terraform / Go / Python / AWS

### Praxis Pioneering

06.2022 – 08.2022

Software Engineer Intern

Miami, FL

- Designed and implemented internal dashboard for timeseries analysis with both Python (Dash, Jupyter) and React clients.
  - Architected database schema for indexing and searching timeseries metadata with vectorized search across similar trendlines.
  - Wrote low-level React wrapper around graphing library `μPlot`, enabling 60fps across multiple synchronized timeseries graphs.
- TypeScript / React / Python / FastAPI / Postgres / GCP

### Rescale

06.2019 – 08.2019

Product Engineering Intern

San Francisco, CA

- Translated C# file transfer client to a cURL-based C++/Qt interface, allowing cross-platform use of download manager GUI.
  - Restructured testing suites, improving testing suite run times and resource allocation across different hardware and libraries.
- C++ / Qt / Python / PyTest / Azure

## PROJECTS

### Paperarium

11.2022 – Present

<https://paperarium.place>

New Haven, CT

- Designed and programmed online archive and platform for paper sculpture using Next.js, PostgreSQL, and Supabase.
  - Currently creating desktop CAD application for natively unfolding models into paper sculptures using C++, Qt, and Vulkan.
  - Accepted into Yale Tsai CITY Accelerator's 2023 cohort to continue scaling software into a full product → funded \$2000 grant.
- TypeScript / React / Next.js / WebGL / Vulkan / C++ / Qt / AWS / PostgreSQL

### A Bit of Personal Space

12.2022 – 02.2023

<https://abitofpersonal.space>

New Haven, CT

- Designed and programmed website allowing exploration of local artists' studios and submitted personal spaces in 3D.
  - Released open source TypeScript engine for exploring 3D photogrammetry models of real spaces from within a web browser.
  - Exhibited in the Yale Center for Collaborative Arts and Media's 2022 *Machine as Medium* show alongside other artists.
- TypeScript / React / Next.js / Three.js / Supabase / PostgreSQL

## SKILLS

### Languages

### Libraries

### Platforms

### Resources

### Applications

TypeScript, Python, Go, C++, Swift, C#, C, Scala, SQL, GLSL, GraphQL, JS/HTML/(S)CSS, HCL, Apache VTL  
React, Next.js, Qt, OpenGL, Vulkan, Three.js, WebGL, Svelte, Electron, Flask, Unity, .NET, numpy, pandas  
AWS, GCP, Azure, Terraform, Docker, K8s, Jenkins, nginx, Git, Linux, CMake, Vercel, Netlify, CloudFlare  
[AWS] DynamoDB, Lambda, RDS, Cognito, [GCP] App Engine, Cloud Run, BigQuery, Redis, RabbitMQ, Celery  
Figma, Blender, Miro, Adobe InDesign, Photoshop, Illustrator, Premiere Pro, Lightroom, Pepakura Designer