

Evan Kozierok

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EDUCATION

University of Pittsburgh | Pittsburgh, PA April 2024
Bachelor of Science in Computer Science and Data Science GPA: 4.0
Relevant Coursework: Algorithms, Data Structures, Probability, Real Analysis, Calculus 3, Statistical Methods
Spring 2022: Functional Programming, Systems Software, Linear Algebra, Mathematical Statistics

SKILLS

Languages: Python, Java, C#, HTML/CSS, JavaScript/TypeScript, MIPS Assembly
Technologies: NumPy, Pandas, Abstract Syntax Trees, Mesa, NetworkX, React, Redux, LINQ
Other: Microsoft Office, Google Workspace, Visio, Figma, Agile/Scrum

EXPERIENCE

University of Pittsburgh School of Computing and Information Pittsburgh, PA
Undergraduate Teaching Assistant August 2021 – Present

- Lead recitations/labs and develop supplemental course material for the following courses:
 - **Discrete Mathematics:** includes Logic, Proofs, Sets, Functions, Probability, etc.
 - **Big Ideas in Computing and Information:** Python fundamentals and exposure to real-world data analysis using NumPy and Pandas
 - **Intermediate Programming:** Java fundamentals (Arrays, Recursion, Classes, etc.)
- Tutor students at office hours, respond to questions online, and host study sessions to clarify challenging topics and improve student outcomes

Microsoft Corporation Redmond, WA (Remote)
Explore Intern May 2021 – August 2021

- Created a “Feed Freshness” portal in a team with 2 other interns, allowing engineers and customers to view metrics on how up to date nearly 1,000 data feeds are
- Designed the portal from start to finish, including gathering requirements from customers, prioritizing key features, and creating backend and frontend mockups with Figma and Visio
- Developed the backend from existing architecture using C# for hourly data retrieval and processing, and the frontend/API using React to visualize large volumes of data
- Deployed the well-polished and fully functional project to production for immediate use

University of Pittsburgh Honors College Pittsburgh, PA (Remote)
Brackenridge Research Fellow | Advisor: Dr. Paul Cohen May 2020 – July 2020

- Developed and published the Python tool *pram2mesa* for translating a PRAM (Probabilistic Relational Agent-Based Model) to an ABM (Agent-Based Model)
- Presented work with an emphasis on interdisciplinary applications and comprehension
- Received a \$4,000 award for independent research on computational modeling frameworks

PROJECTS

Games4SocialImpact Game Jam, 2nd Prize November 2019

- Explored 90 political events from 2017-19 and defined consequences for 270 actions in a 5-person team within 25 hours, crafting the choices for a “create-your-own-presidency” game
- Resolved issues in visual structure and text wrapping in Java and JavaFX