Evan Servito

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EDUCATION

University of California, Irvine — Graduation Date – March 2025
B.S. Computer Science & Engineering — *GPA: 3.82*
Relevant Courses: Discrete Mathematics, Linear Algebra, Object-Oriented Programming, Data Structures & Algorithms, Software Engineering, Computer Architecture, Machine Learning
Awards: Dean's Honor List (x8), Scholastic Art & Writing Gold Key, National Federation of Music Clubs Superior Rating (x5)

WORK EXPERIENCE

DataAnnotation | AI Software Validation Engineer — *May 2025 – Present*
- Refining responses of 5+ LLMs by establishing fine-grained criteria based on instruction-following, accuracy, and helpfulness
- Formulating complex system backend and user prompts and analyzing generated AI-response performance to identify vulnerabilities

ForOurLastNames | Software Engineering Intern — *July 2024 – September 2024*
- Constructed an interactive platform committed to financial education and empowerment through Agile software development
- Established calls to 6 Plaid API endpoints to develop a secure financial integration system and receive financial insights
- Curated user dashboard in Bubble to highlight essential financial information, including balances, transactions, liabilities, and investments

Juni Learning | Computer Science Instructor — *April 2022 – March 2023*
- Lead 120+ introductory computer science and game design courses to K-12 students globally
- Taught essential problem-solving skills and analytical skills through Python projects to 10+ students individually

PROJECTS

ZotBins: A Smart Waste Bins Project | React Native/Expo/Node/Firebase — *November 2023 – March 2025*
- Curated 12+ features and 19+ screens alongside 8 developers and designers to improve waste diversion rates and promote campus-wide sustainability, now deployed on the Apple Store with 78+ users
- Implemented a Meta Detectron2 image segmentation model for users to scan and identify 60 categories of food waste for proper disposal
- Integrated real-time bin data, such as bin capacity and food waste composition, stored in TimescaleDB and retrieved via AWS Lambda

Micromouse: Miniature Autonomous Robot | C++/STM32 — *October 2023 – June 2024*
- Collaborated within a student-led team to engineer an autonomous robot to solve a 16 x 16 maze via an intelligent navigation algorithm
- Designed a PCB with dimensions less than 100mm x 100mm in KiCad to host integrated circuits, motors, and electrical components
- Configured physical sensors on robot to perceive maze walls and traveled distance

Mailbi: Package Management System | React/Node/Firebase — *June 2023 – December 2023*
- Constructed a web portal to handle 50+ incoming and outgoing packages daily at Mailpost Sammamish
- Implemented instant messaging service feature to notify 500+ customers of mail status through Twilio API

Cell Dogs: Canine Tracker | React/Node/PostgreSQL/Firebase — *September 2022 – June 2023*
- Coordinated with UCI Commit the Change developer team to construct a canine tracker for NPO Cell Dogs to manage dogs in training at correctional programs as well as adoption
- Collaborated alongside UCI Commit the Change designer team to build a user-friendly frontend interface, including a login page, navigation bar, 404/error page, and mobile view, to reflect Figma design utilizing Chakra UI library

CLUBS & MISCELLANEOUS

ZotBins | Internal Vice President, Subgroup Lead — *June 2024 – March 2025*
- Managed campuswide research team of 50 students, divided into 5 subgroups, to forge our flagship smart waste bin system, the ZotBin
- Assigned 30+ issues and reviewed 30+ pull requests on GitHub, optimizing development process and organizing codebase

IEEE@UCI | Open Project Space & Micromouse Member — *October 2022 – March 2025*
- Designed and constructed 8 embedded electronic projects, such as a daylight detector, weather station, and autonomous robot
- Exercised fundamentals of circuits, microcontrollers, PCB design, hardware communication, and soldering

Commit the Change | Full-Stack Developer — *October 2021 – June 2023*
- Worked with non-profit organizations to provide quality software for the community alongside student designers and developers

Interests: Full-Stack Engineering, UI/UX Design, Embedded Systems, Audio Engineering, Chess

TECHNICAL SKILLS

Languages: Python, C++, Java, HTML/CSS, JavaScript, TypeScript
Libraries/Frameworks: Next, React, React Native, Expo, Node, Electron, Tailwind CSS, Shadcn, Chakra UI
Technologies: Git, Firebase, Arduino, Netlify, Vercel, Figma