

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

ForOurLastNames | Software Engineering Intern

Irvine, CA | July 2024 – September 2024

- Constructed an interactive platform committed to financial education and empowerment via gamification 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 with Bubble to highlight essential user financial information, including balances, transactions, liabilities, and investments

Juni Learning | Computer Science Instructor

Irvine, CA | April 2022 – March 2023

- Lead introductory computer science courses to inspired students globally with 120+ hours of tutoring
- Taught essential problem-solving skills and analytical skills through Python projects to 10+ students individually
- Composed detailed and organized session notes after every class to update family of student of their progress

PROJECTS

ZotBins: A Smart Waste Bins Project | React Native/Expo/Node/Firebase

Irvine, CA | November 2023 – March 2025

- Curating 12+ features and 19+ screens within a mobile application alongside 8 developers and designers to improve waste diversion rates and promote campus-wide sustainability
- Implementing a Meta Detectron2 image segmentation model for users to scan and identify 60 categories of food waste for proper disposal
- Integrating 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

Irvine, CA | 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 the robot to perceive the walls of the maze as well as distance traveled

Mailbi: Package Management System | React/Node/Firebase

Seattle, WA | June 2023 – December 2023

- Constructed a web portal to handle 50+ packages daily at Mailpost Sammamish to track delivered and collected packages
- Implemented instant messaging service feature to notify 350+ customers the status of their mail through Twilio API

Cell Dogs: Canine Tracker | React/Node/PostgreSQL/Firebase

Irvine, CA | 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

Irvine, CA | June 2024 – March 2025

- Managing research team of 50 students, divided into 5 subgroups, to design and construct our flagship smart waste bin system, the ZotBin
- Assigning 30+ issues and reviewing 30+ pull requests on GitHub, optimizing development process and organizing codebase

IEEE@UCI | Open Project Space & Micromouse Member

Irvine, CA | October 2022 – March 2025

- Designing and constructing 8 embedded electronic projects, such as a daylight detector, weather station, and autonomous robot
- Exercising fundamentals of circuits, microcontrollers, PCB design, hardware communication, and soldering

Commit the Change | Full-Stack Developer

Irvine, CA | 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, Tailwind CSS, Shadcn, Chakra UI

Technologies: Git, Firebase, Arduino, Netlify, Vercel, Figma