

# Evan Savage

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Software Engineer seeking co-op employment between May 2025 and August 2026. Passionate about software design, testing and language use.

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## Education

Rochester Institute of Technology – GPA 3.7

**B.S.**, Software Engineering

May 2027

**M.S.**, Software Engineering

May 2028

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## Projects

**Wizard Spell Webstore**, Introduction to Software Engineering Spring 2025

Worked with a team of 5 to construct an E-Store website and REST api over 4 SCRUM sprints.

- Created Design Artifacts to confirm design including: Domain Model, Architecture Models, SCRUM artifacts, and Sequence Diagrams.
- Wrote unit tests achieving 92% design coverage.
- Worked with static code analysis tools to patch vulnerabilities and faults.

Used: Git, HTML, CSS, Java, Spring, AngularJS, Typescript, UML, Trello, Slack, SonarQube, SCRUM, Maven, JUnit

**Rhodium Programming Language**, Personal Spring 2025 (Ongoing)

Designed and worked on implementing an object oriented programming language compiling to JVM bytecode.

- Designed syntax and grammar for the language.
- Wrote a lexer in Python.
- Laid groundwork for other compiler components.

Used: git, Python, JVM

**Hand Waving Robot**, Society of Software Engineers Spring 2025

Finished 10 year delayed project to exhibit at Imagine RIT Showcase.

- Experimented with various sensors for detecting people and motion to find the most effective.
- Wrote drivers for hardware components: stepper motor, passive infrared sensor, ultrasonic depth sensor.

Used: C, Arduino, Git

**Bowling Alley Simulation**, Engineering of Software Subsystems Fall 2024

Worked with a small 2500 line legacy (2003) Java 1.2 codebase.

- Modernized language use and design, replacing deprecated methods and data structures, to improve maintainability.
- Considerably improved application responsiveness without changing user experience.

Used: Git, Java, Maven, JUnit, UML, Design Documentation, Gang of Four Design Patterns, Agile

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## Experience

**Course Assistant**, RIT Software Engineering Spring 2024 (Ongoing)

Worked with first year graduate and undergraduate students taking introductory programming classes in learning Java; Assessed code for functionality; Provided actionable feedback to support students.

- Worked with students with various skill levels.
- Tailored support for student success.
- The average student's grade exceeded 85%; +5% compared to all sections.

## Leadership, Extracurricular

- Projects Head, Mentor - Society of Software Engineers, RIT
  - Founder, Treasurer - Pickleball Club, RIT
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