

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.

Education

Rochester Institute of Technology – GPA 3.7

B.S., Software Engineering

May 2027

M.S., Software Engineering

May 2028

Projects

Wizard Spell Webstore, Introduction to Software Engineering Spring 2024

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, Angular, 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.

- Worked with drivers for hardware components written by previous contributors.
- Experimented with various sensors for detecting people and motion to find the most effective.
- Wrote drivers for hardware components not already supported, most notably for Passive Infrared Sensors.

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

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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