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

Skills

Proficient Languages: Python, Java, C

Engineering Technologies: git, UML, Agile, SonarQube, Spring, NodeJS, Angular, JUnit, Slack, Trello, Jira

Design Skills: Documentation, System Design, Objected Oriented Programming

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Projects

Rhodium Programming Language, Personal — Spring 2025 (Ongoing)

Designed object oriented programming language and built compiler.

- Designed syntax and grammar for an imperative programming language.
- Wrote a lexical analyzer in Python.
- Laid groundwork for other frontend compiler components.

Wizard Spell Webstore, Introduction to Software Engineering — Spring 2024

Constructed, with a team of 5, 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% coverage.
- Worked with static code analysis tools to patch vulnerabilities and faults.
- Adhered to SCRUM methodology, participating in ceremonies and producing artifacts.

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.

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.
- Removed over 150 code smells from the codebase.

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