EVAN SUSLOVICH

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Education

Northeastern University | Boston, MA — September 2021 - Present
Candidate for B.S in Computer Science – Concentration in Artificial Intelligence, Minor in Math — GPA 3.5/4.0
Relevant Coursework: Object-Oriented Design | Algorithms and Data | Computer Systems | Software Engineering
Reinforcement Learning | Machine Learning and Data Mining I | Artificial Intelligence
Linear Algebra | Probability and Statistics | Calculus II | Discrete Mathematics
Leadership & Activities: Founder and President of the Northeastern Art and Creative Therapy Club

Experience

Software Engineer Intern | Carrier | Beverly, MA — June 2024 — August 2024
- Developed **152** integration tests in Playwright to validate API functionalities and enhance system reliability
- Streamlined API testing by abstracting **8** Json files into **3** models promoting object-oriented design practices
- Closed **13** tickets to automate testing for the **SensiWatch** platform, enhancing supply chain performance

Software Engineer Co-op | Broad Institute | Cambridge, MA — January 2024 — June 2024
- Aligned React UI with Figma board, improved data presentation, and refactored frontend typing for code quality
- Iterated on the Spring Boot backend to optimize biomedical metadata queries hosted on Google Cloud and Azure
- Redesigned the cloud query building process with a builder design pattern removing the need for **7** constructors
- Developed a Python script to automate the API profiling process, enabling data-driven optimization for performance
- Contributed to **Terra.Bio** by completing **27** tickets, enabling the creation of cohorts using clinical and genomic variables, enhancing data accessibility and precision for biomedical research workflows

Full-Stack Software Engineer Co-op | Media Cloud | Boston, MA — May 2023 — September 2023
- Implemented Jest framework in React frontend with **287** tests across **16** functions ensuring robust code quality
- Resolved **40**% of frontend crashes with a solution for undefined behavior with icons in Material-UI components
- Developed a background task for concurrent large data downloads and automated zipping and emailing
- Identified weak password validation on registration and implemented custom Django password validation
    - Integrated end-to-end password validation displaying errors to users and disabling the 'register' button
- Launched a multi-layered system heuristic for tab naming conventions enhancing **80%** of multi-query searches
    - Added manual title editing and customizable tab borders via a drop-down color menu
- Total contributions consist of **85+** pull requests with **750+** commits for **20,000+** users

Software Engineer Intern | Media Cloud | Boston, MA — May 2022— May 2023
- Initialized full-stack application with a Django backend and React frontend
- Streamlined API development with RTK Query eliminating the need to hand-write data fetching and caching
- Designed proof-of-concept frontend with wireframing, Material UI, SASS, and React to handle scalability
- Implemented user authentication with Django REST, including CSRF validation and password reset with email
- Developed first version of Media Cloud's Search feature supporting online news, Twitter, Reddit, and YouTube
    - Created an API to get the total attention of a query from two given dates
    - Created Search's automated dates, querying, querying preview, and deactivation of search button

Projects

DeepArtist – The Artist Classification System — September 2023 — January 2024
- Achieved nearly **80**% accuracy in artist classification with a CNN model, making AI-driven art analysis accessible
- Developed a React application to visualize model accuracy, adjust hyperparameters, and explore real-time classification
- Built a scalable Flask backend for model creation, training, and data storage for future expansions and dataset updates

Artelligence – Genre Classification of Paintings by Color Quantification — July 2023 — September 2024
- Iteratively quantified WikiArt's 13-genre dataset fetching **30+** features including color palette, moments, and richness
- Implemented a baseline K-Nearest Neighbors classifier, achieving a **30**% accuracy rate to establish a starting point
- Established a pipeline for automated model evaluation, optimizing workflow for iterative testing and validation

Technical Knowledge

Frameworks: React | Spring Boot | Google Cloud | Azure | Node.js | Django | ASP.NET | Playwright | TensorFlow
Languages: JavaScript | TypeScript | HTML/CSS | Python | Java | C | C# | C++ | Assembly | Lean | Racket | SQL

Interests

Freelance abstract artist, mathematics, music composition, programming, piano, reading, skiing, traveling, yoga, weight training