


Evan Yan

 github.com/evanyans
 linkedin.com/in/yanevan
 evan.yan@uwaterloo.ca
 evanyan.me

Education

University of Waterloo | Bachelor of Computer Science 2023 – 2028

Relevant Courses: Object-Oriented Software Development (C++), Algorithm Design & Data Abstraction (C)

Wilfrid Laurier University | Bachelor of Business Administration 2023 – 2028

Relevant Courses: Organizational Behaviour, Corporate Finance

Skills

Languages: TypeScript, JavaScript, Python, Kotlin, Java, C, C++, C#, SQL, HTML/CSS

Technologies: React, Node.js, MongoDB, Express, Django, Next.js, TensorFlow, Android SDK

Experience

Software Developer Intern

University of Waterloo IS&T

Waterloo, ON | May 2024 – Aug 2024

- Led the planning and development of a **\$100,000+** job aggregator project for UWaterloo's co-op department
- Designed a **C#** engine to periodically scrape 3+ job boards, leveraging **GPT-4o** to filter and categorize job data
- Developed a responsive **Vue** and **TypeScript** frontend that tailors job listings based on individual student data
- Built an **LLM** chatbot to become the first layer of support to **38,000+** co-op students, reducing advisor workloads

Software Engineer

FIRST Robotics Design Team

Vancouver, BC | Mar 2019 – Apr 2023

- Established the robot's control system using **Java** and **Android SDK**, maintaining reliability for 4+ years
- Reduced the robot's task iteration time by 50% by using **Python** and **TensorFlow** to optimize object detection
- Achieved 98% autonomous driving accuracy by designing path tracking algorithms using cameras and odometry
- **2022 World Championship** award winners at Houston, Texas among 60 competing countries

UI/UX Designer

Independent Contractor

Vancouver, BC | Sept 2020 – Mar 2021

- Developed the site of Vancouver Charity Games[🎮] using **React** and **Figma**, increasing participation rate by 10%
- Designed responsive mockups[🎮] for web applications using Figma, Adobe Photoshop, and Adobe Illustrator

Projects

Racing Line Simulation – Race Car Optimization

- Generating optimum racing lines using **C#** and **Unity** for 5 Formula One tracks through reinforcement learning
- Implementing physics-based algorithms to accurately simulate car dynamics and variable track conditions

TuneScriber – MP3 to Sheet Music Converter

- Created a **React** app with **Music.ai API**[🎮] that splits songs into instruments and converts each to sheet music
- Built a **Flask** backend to manage the conversion pipeline with **Whisper**[🎮] from OpenAI to handle lyrics processing

Credit Crimes – Tax Fraud Puzzle Game

- Winner of Hack Western 2023 for **Best Game Hack** from Big Blue Bubble[🎮], and **top 5** out of 70 projects overall
- Developed core game features such as the player interaction system and the game state manager using **C#**