

# Evan Yan

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## 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<sup>🎮</sup> using **React** and **Figma**, increasing participation rate by 10%
- Designed responsive mockups<sup>🎮</sup> 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**<sup>🎮</sup> that splits songs into instruments and converts each to sheet music
- Built a **Flask** backend to manage the conversion pipeline with **Whisper**<sup>🎮</sup> 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<sup>🎮</sup>, 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#**