

Evelyn Pham

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Education

Carleton University

Ottawa, ON

BACHELOR OF COMPUTER SCIENCE HONOURS, CO-OP, MINOR IN MATHEMATICS

Sep 2018 – Apr 2023

- GPA: 11.73/12.0
- Awards: Dean's Honours List (2019/20/21), Gerhard Herzberg Scholarship (2021), Carleton Academic Scholarship (2020), Tracey and Siva Ananmalay Scholarship (2020), Faculty Scholarships (2018/19)

Experience

Amazon

Toronto, ON (In-person)

SDE (SOFTWARE DEVELOPMENT ENGINEER)

Jan 2024 - Present

- Lead the implementation and design of an API for internal platform to improve community-driven collaboration within org
- Automate build processes for API docs, SDKs, and org-wide code specs to reduce maintenance overhead and improve accessibility
- Produced design documents for various features for internal runtime platform such as approaches to internal platform APIs
- Support security engineers and data scientist with managing infra for various projects via AWS CDK
- Migrated old sensitive data projects to new storage and escalation services to allow for smooth service deprecation

Amazon

Ottawa, ON (Remote)

SDE INTERN

May 2022 - Aug 2022

- Designed and implemented a multi-part project for automating metrics gathering process
- Produced design documentation to discuss in meetings, including "working backwards" and design options
- Drew diagrams for model, sequence, and data partitioning to facilitate design discussions
- Supported features with unit tests as they were added
- Worked with AWS CDK, Lambda, CloudWatch, S3, and more

Signiant

Ottawa, ON (Remote)

FULL-STACK DEVELOPER CO-OP

Jan 2022 - Apr 2022

- Worked on both cloud-based applications and legacy applications
- Updated and polished web clients and microservices to improve ease-of-use and functionality of features
- Used JavaScript, Java, frameworks like React and Redux, AWS DynamoDB

March Networks

Ottawa, ON (Remote)

SOFTWARE DEVELOPER INTERN

May 2021 - Aug 2021

- Added to Rest API to support new features while maintaining code consistency and quality in monorepo
- Polished design and functionality of frontend in React, MobX, and TypeScript to improve user experience
- Connected the server to AWS Batch and CloudWatchLogs SDKs to display and report issues in the web client
- Reported and fixed several bugs, such as integer overflows occurring at the RPC layer

Ciena

Ottawa, ON (Remote)

EMBEDDED SOFTWARE ENGINEER INTERN

May 2020 - Dec 2020

- Implemented essential features in Agile environment for automated testing software in Control Plane
- Developed reporting feature to automatically report software issues by generating JIRA tickets with sufficient information
- Improved installation process of software by creating script that seamlessly sets up the Linux and virtual Python environment
- Documented work with instructions, context, and diagrams to clearly lay out new features for users

Projects

Multiplayer Trivia Game

Node.js, Socket.IO

A TRIVIA MULTIPLAYER GAME THAT SUPPORTS MULTIPLE SIMULTANEOUS GAMES WITH CHAT ROOMS. HOSTED FROM A SERVER FOR USERS TO INTERACT WITH EACH OTHER.

Skills and Interests

Languages: JavaScript/TypeScript, Java, Python, C/C++

Tools: AWS CDK, SDK, React, Node.js, SQL, NoSQL

Interests: Web/Cloud Development, 3D Rendering, Computer Vision, AI