Robert Evans

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RELEVANT COURSEWORK

- -Data Structures & Algorithms
- -Databases
- -Software Design
- -Machine Learning & Neural Nets
- -Computer Organization, Theory of Computation
- -System Tools and Programming
- -Statistical Analysis
- -A.I.
- -Robotics & Continuum Robotics
- -Math-based CS Theory

PERSONAL SKILLS

- -Bilingual (French & English)
- -Adaptable to new environments
- -Hardworking
- -Passionate about learning

SOFTWARE/IDE

- -Windows, OSX, Ubuntu
- -Jenkins
- -GIT, Bash Shell, AWS, Node.is.
- -Postman, MongoDB, Neo4j
- -Logisim, Quartus

PROGRAMMING LANGUAGES

C, CSS, HTML, C#, Java,
TypeScript, Python2 & 3, LaTeX, R,
SQL, Dart, jQuery, JavaScript, PHP
-NumPy, Matplotlib

OBJECT-ORIENTED DESIGN

- -Agile Methodologies, Scrum
- -UML, Design Patterns
- -Frameworks (Angular, React, Flutter)

ACCOMPLISHMENTS

-UofT Varsity CS:GO Team Captain (Collegiate Star League)

EDUCATION

University of Toronto

Honours Bachelor of Science in Computer Science and Chemistry (double major) and Minor in Mathematics (2016 – present)

WORK EXPERIENCE

Environment and Climate Change Canada – Software Developer (May 2019 – September 2020)

- Maintain and develop web apps written with Angular displaying meteorological data, used by Canadians everyday
- Built 2 major components of brand-new web app front-end, one using ag-grid and Highcharts for data analysis and other using OpenLayers (GIS) to track objects and place them on a map
- Used Angular, RxJs, Node.js and Material
- Daily meetings (Scrum), monthly releases and in-depth code review
- Worked on back-end components, mainly an in-house search system and then introduced many new features for accessibility, updating it to Angular from basic Javascript/jQuery and HTML
- Presented several meetings regarding feature development and key deliverables
- Integrated every build on a Jenkins server
- Executed SQL queries and helped design data payloads for use in the front-end applications

PROJECTS

All the code is available on my GitHub (github.com/robbymister).

StreamBuddy Web App:

<u>Description:</u> A project that allows multiple users to connect to a specific room URL and watch synchronized YouTube videos together as well as chat together. This uses a SQL database, a PHP back-end for the login, Python back-end for server-side synchronization, basic HTML/CSS for the layout as well as JavaScript and several APIs are used, such as Scaledrone chat room API.

Song Player Microservice:

<u>Description:</u> A project that recreates a song player by combining several microservices as well as using REST API procedures to design them. Two large components were combined, the song specific portion used a Mongo DB while the profile portion used a Neo4j to keep up with relationships between users. Both the portions interact with each other using unique IDs to identify songs. Written in Java and uses Spring.

Jam App:

<u>Description:</u> A project that uses Flutter and an account system using MongoDB that allows local musicians to create forum posts that detail their likes and allows messaging of other posters in case they match.