Jonathan Sumner Evans

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WORK EXPERIENCE

Software Engineer - The Trade Desk - Denver, CO — June 2019 - Present

- I am a member of the Connected TV engineering team.
- I am responsible for building features related to Connected TV across the entire stack from the high performance bidding systems to the client UI for advertisers.

Instructor (Programming Languages) - Colorado School of Mines - Golden, CO — Jan. 2019 - May 2019

- **Taught** a section of CSCI 400 Principles of Programming Languages in Spring semester of 2019.
- *Topics Included:* programming language evaluation, Python, Lambda Calculus, functional programming, Racket, programming language implementation.

Instructor (Algorithms) - Colorado School of Mines - Golden, CO — Aug. 2018 - Dec. 2018

- **Taught** a section of CSCI 406 **Algorithms** in Fall semester of 2018.
- *Topics Included:* analysis of algorithms, evaluation of data structures, sorting algorithms, graph algorithms, dynamic programming, and NP-completeness.

Software Engineering Intern - Pivotal - Denver, CO — May 2018 - Aug. 2018
Teachers Assistant (Data Structures) - Colorado School of Mines - Golden, CO — Aug. 2017 - May 2018
Software Development Intern - Kenzan - Denver, CO — June 2017 - Aug. 2017
Software Developer - Can/Am Technologies, Inc. - Lakewood, CO — Feb. 2013 - Aug. 2016

- Designed and built new features for Teller, an enterprise point-of-sale system for municipal governments.
- Implemented plugins to integrate Teller with external vendors including Bank of America and Tyler Tech.
- Worked in an Agile environment on **C#** and **JavaScript** codebases.
- Helped transition Teller from a Windows Desktop application to a web-based application.

EDUCATION

Colorado School of Mines - Golden, CO - M.S. Computer Science - 4.0 GPA — Aug. 2018 - May 2019

- Worked on a project with Dr. Mehta to automate group selection in CSCI 406 Algorithms and improve the algorithms used in that process.
- Chair of Mines ACM, Service Chair of Tau Beta Pi, **Linux** Help Guru of Mines Linux Users Group (LUG)
- *Notable Classes:* **High Performance Computing**, Advanced Computer Architecture, Parallel Computing, Theory of Cryptography

Colorado School of Mines - Golden, CO - B.S. Computer Science - 3.9 GPA — July 2016 - May 2018

- Vice President of Mines ACM, Secretary of Mines Linux Users Group (LUG)
- Outstanding Graduating Senior for Computer Science
- *Notable Classes:* **Algorithms**, Computer Graphics, Computer Simulation, Artificial Intelligence

Red Rocks Community College - Lakewood, CO - 67 Credit Hours - 4.0 GPA — Aug. 2012 - May 2016

PRIZES AND AWARDS

- *Second Place* at HackCU V with a team of Freshmen + myself for *MLocate* (February 2019)
- *First Place* at the 2018 Facebook Global Hackathon Finals at Facebook HQ for *HypAR Map* (November 2018)
- *Best use of GCP, Facebook Best Social Good Hack* at MHacks for *Datanium* (October 2018)
- *Fourth Place* in 2018 Regional ACM International Collegiate Programming Contest (ICPC) (November 2018)
- *First Place* at Google Games in Boulder (April 2018)
- *Judges Favorite, Best Use of AWS, Dish Network sponsor prize* at HackCU IV for *Wii Track* (February 2018)
- *Grand Prize* at the Xilinx Pynq Hackathon for *Parqyng Lots* (October 2017)

HONORS

- Google C-MAPP scholarship recipient (January 2018)
- Tau Beta Pi Honor Society Member (Spring 2018)

</> NOTABLE PROJECTS

Sublime Music - gitlab.com/sumner/sublime-music - GPLv3 November 2018 - Present

- A native Subsonic client for Linux built on GTK with Python.
- Allows users to connect to multiple Subsonic API-compliant servers and browse and play songs from them.
- *Features Include:* playback through Chromecast devices, DBus MPRIS integration, play queue, offline caching.

Visplay - gitlab.com/ColoradoSchoolOfMines/visplay - GPLv3 February 2018 - Present

- Mines ACM project to create a digital signage system with a dynamic, hierarchical configuration system.
- Worked on design of the overall **system's architecture**.
- Contributing in a **project management** role, and acting as **technical lead** for configuration GUI.
- Instrumental in building the **Python** backend and setting up **CI/CD** for the project.

HypAR Map - gitlab.com/ColoradoSchoolOfMines/facebook-hackathon - AGPLv3 November 2018

- Indoor navigation application which uses **AR** and **Structure from Motion** to pinpoint the user's location on a picture of a building map.
- Worked on the image import functionality and connecting all of the components together.
- *Awards:* **First Place** at the 2018 Facebook Global Hackathon Finals at Facebook HQ.

Wii-Track - github.com/ColoradoSchoolOfMines/wii-track - GPLv3 February 2018

- Distributed inventory tracking using IoT technologies. Backed by **AWS Lambda** and **DynamoDB**.
- Worked on designing the overall system's **architecture**, set up the database, and implemented a Lambda function to identify packages by weight.
- *Awards:* **Judges Favorite**, Best Use of AWS, and Dish Network Challenge winner at HackCU IV.

Virtual Reality Final Project - github.com/CSM-Dream-Team/final-project - GPLv3 Aug. 2017 - Dec. 2017

- Final project from an independent study in **virtual reality** under the supervision of Dr. Paone.
- We developed a new program architecture for virtual reality called *Deferred Immediate Mode*.