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: C, C++, C#, TypeScript, JavaScript, Python, Kotlin, Java, SQL, HTML/CSS
Technologies: Git, MongoDB, ASP.NET, React, Vue, Node.js, Express, Django, Flask, Next.js, 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 aggregation 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#