

ROSS EVANS

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Education

University of Waterloo

Bachelor of Computer Science

Waterloo, ON

Sep. 2017 – May 2022

- Major Average: 91%, Cumulative Average: 90%
 - Placed on the Term Dean's Honours List for an 87%+ average in 6 out of 7 semesters
 - Given an "Excellent" or "Outstanding" rating on all of my co-op terms
 - Placed in the top 5% of the Senior Canadian Computing Competition
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Awards

NSERC Undergraduate Student Research Award (\$6000)

May 2021

Awarded by the Natural Sciences and Engineering Research Council of Canada for exemplary academic record and research aptitude

President's Research Award (\$3000)

May 2021

For excellent academic standing and commitment to research

President's Scholarship of Distinction (\$2000)

September 2017

For entering undergraduate studies with 95%+ academic average

Governor General's Academic Medal

May 2017

For attaining the highest cumulative average at Colonel Gray Senior High School

Work and Research Experience

Undergraduate Research Assistant

May 2021 – Aug 2021

University of Waterloo

Remote

- Researched space-efficient algorithms for recognizing well-parenthesized expressions given multiple passes in the streaming model
- Self-studied information theory and the literature on streaming algorithms
- Presented on the topic at the UW Combinatorics and Optimization URA Seminar Series

Instructional Support Assistant | CS 146, 246, 246E

Sep 2020 – Present

University of Waterloo

Remote

- Exclusively received the highest rank of "Outstanding" on 20+ student feedback forms; praised for my C++ knowledge, approachability, and helpfulness
- Created bash scripts to automatically test student submissions within a sandbox environment
- Developed a script in Python to convert disparate lecture web-pages into a single course notes PDF with appropriate styling and internal hyperlinks
- Developed communication skills by answering student questions through office hours and creating tutorial videos

Front-End Engineering

Jan 2020 – Apr 2020

Cognite

Oslo, Norway

- Created an in-house Gantt Chart component built in React with D3, saving licensing costs from other pre-built solutions

- Extracted features from a monolithic application into many separate micro-applications, allowing for containerization and code reusability
- Collaborated on a custom component library to remove dependence on an external design system

Software Developer

May 2019 – Aug 2019

D2L

Kitchener, ON

- Utilized Terraform, AWS SNS, AWS SQS, and AWS Lambda to decouple interdependent applications
- Recreated a .NET Razor UI in React, allowing for cheaper hosting via AWS S3 instead of requiring a container stored in AWS ECR and run in AWS ECS
- Ported a .NET Framework Web API to .NET Core, allowing for the decommissioning of expensive Windows ECS clusters.
- Advised coworkers on the potential benefits, drawbacks, and cost of using AWS DynamoDB versus AWS RDS.

Software Engineering Intern

May 2018 – Aug 2018

Sony Interactive Entertainment

Waterloo, ON

- Developed software for the PlayStation Store: an app for the PlayStation 4 with 80 million monthly users
- Engineered the ability to view the store in different locales to support GDPR laws within the EU
- Redesigned the PlayStation Plus upsell framework to support dynamic backend content management, allowing for easy modification of advertising and promotions
- Fixed multiple long lasting defects in proprietary legacy JavaScript frameworks

Full Stack Web Developer (Part-Time)

Feb 2017 – Aug 2020

Silverorange

Charlottetown, PEI

- Engineered API routes using Express, NodeJS, and PostgreSQL to connect user information with ISPs at connecting-families.ca
- Integrated text and email notifications using Twilio and Amazon SES
- Implemented Google Analytics support to track and improve user retention rate
- Developed TypeScript React components for a number of different projects
- Configured Jenkins pipelines and designed functional tests to improve quality assurance

Academic Projects

Survey on Straight Line Planar Graph Drawing Algorithms | CS 466

Aug 2020

- Independently conducted a literature review on straight line planar graph drawing algorithms, familiarizing myself with the relevant background and proof techniques
- Demonstrated this understanding by rewriting the proofs at an undergraduate level of detail with supporting examples
- Received the feedback: “Your report is excellent. The content is interesting. The flow is good in that you wasted no time and yet it is nicely connected. It is clear that you have put much thought into the report.”

Tutte Embedding Animation Website | CO 342

Nov 2019

- Took initiative to implement a graph drawing algorithm demonstrated in class; received extra credit for the effort
- Created the ability to record and playback animations made in the website with a multitude of visual display settings
- Used by Dr. Peter Nelson to present Tutte’s Spring Theorem in future courses

Vm | CS 246E

Dec 2018

- Developed a clone of the text editor vim in C++; received a 98%
- Utilized C++ design patterns to support 55 modular commands within the text editor
- Collaborated extensively with a team member using Git; developed time and project management skills in the process

Extracurriculars

Organizational Team Lead, Volunteer

Sep 2019 – Present

Frontier College

Waterloo, ON

- Taught students in grades 1-5 basic math skills
- Developed a bespoke application to render coding animations which integrated with Kahoot questions
- Organized Kahoots for students to play on subjects like coding, financial literacy, probability, and sequences

Founder

July 2018 – Oct 2020

MyOTStride

- Developed an app and website to improve communication between occupational therapists and clients
- The app and website were used in a clinical study at Queens University
- Received the Hacking Health Ottawa 2018 Shopify Mentorship Award

Club President, Treasurer

Jan 2018 – Dec 2018

UW Cabaret Club

- Directed 21 other students to put on an amateur musical
- Responsibilities included managing club funds, organizing practice spaces, and communicating with university associations to book a theatre

Technical Skills

Languages: C++, JavaScript, C, Python, HTML/CSS, Bash, SQL, C#, PHP, TypeScript

Frameworks: React, Redux, React Native, .NET, Express, Flask

Developer Tools: NodeJS, Sequelize, Git, AWS, Docker, Terraform, Jest, Jenkins, NUnit

Work Term Feedback

- UW Instructional Support Assistant - “Ross performed well above expectations. His dealing with students questions and concerns was exemplary, so much so that student feedback was the highest I have ever seen. He made the job of everyone else in the course significantly easier. We’d love to have him back to work with us.”
- Cognite - “Excellent work over the work term with no issues at all, especially considering the circumstances (work term took place during the beginning of the COVID pandemic). Work completed provided great business value, and work was done at a decent speed and at good quality, thinking deeply into the best way to ensure quality code.”
- D2L - “Ross exceeded our expectation. We were able to task him with some of our larger, more complex projects, and he was able to complete them without issue. Ross would be an asset to any company, and I would not hesitate to recommend him for re-hire”
- Sony - “Ross is a very prolific developer that rarely needed heavy correction in his code. He has a jovial and fun-loving demeanor that makes him a pleasure to work with. He will be greatly missed at Sony.”