

Evan Servito

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EDUCATION

University of California, Irvine

B.S. Computer Science & Engineering

Expected Graduation Date – June 2025

Current Cumulative GPA: 3.82

Relevant Courses: Discrete Mathematics, Linear Algebra, Computer Networks, Digital Systems & Logic, Object-Oriented Programming, Data Structures & Algorithms, Network Analysis, Software Engineering, Machine Learning, Computer Architecture, Operating Systems, Embedded Systems

Awards: Dean's Honor List (x8), Scholastic Art & Writing Gold Key, National Federation of Music Clubs Superior Rating (x5)

TECHNICAL SKILLS

Programming Languages & Technologies: Python, C++, Java, HTML/CSS, JavaScript/TypeScript (React, React Native, Node), Arduino, Firebase

Computer Skills: Construction of Computers, Maintenance of Hardware Components

WORK EXPERIENCE

ForOurLastNames | Software Engineering Intern

Irvine, CA | July 2024 – Present

- Constructing an interactive platform committed to financial education and empowerment via gamification through Agile software development
- Assisting with communication between Plaid Inc. representatives and project team to establish project resource requirements
- Utilizing Plaid API to develop a secure financial integration system and receive financial insights
- Curating user dashboard with Bubble to highlight essential user financial information, including balances, transactions, liabilities, and investments

Juni Learning | Computer Science Instructor

Irvine, CA | April 2022 – March 2023

- Lead introductory computer science courses to inspired students globally with 120+ hours of tutoring
- Taught essential problem-solving skills and analytical skills through Python projects to 10+ students individually
- Composed detailed and organized session notes after every class to update family of student of their progress

PROJECTS

ZotZero: Zero-Waste Management Application | React/React Native/Node/Firebase

Irvine, CA | November 2023 – Present

- Developing a zero-waste management web and mobile application to promote environmental sustainability with the UCI ZotBins research team
- Implementing a waste recognition model into the mobile application to allow users to scan and identify various types of waste
- Refactoring the web-based waste management system utilized by UCI administration for improved user experience, security, and reliability
- Securing user information and zero-waste data through Cloud Firestore Authentication and Collections

Micromouse: Miniature Autonomous Robot | C++/STM32

Irvine, CA | October 2023 – June 2024

- Collaborated within a student-led team to engineer a miniature autonomous robot that solves a 16 x 16 maze via an intelligent navigation algorithm
- Designed a PCB with dimensions less than 100mm x 100mm via KiCad to host integrated circuits, motors, and supporting electrical components
- Configured physical sensors on the robot to perceive the walls of the maze as well as distance traveled
- Competed robot in All America Micromouse Competition at UCLA

Mailbi: Package Management System | React/Node/Firebase

Seattle, WA | June 2023 – December 2023

- Constructed a web-based management system to handle 50+ packages daily at Mailpost Sammamish to track delivered and collected packages
- Implemented messaging service feature to notify 350+ customers the status of their mail through Twilio API
- Managed customer and package information via Cloud Firestore Authentication and Collection
- Established a secure login system utilizing Firebase authentication and authorization tools

Cell Dogs: Canine Tracker | React/Node/PostgreSQL/Firebase

Irvine, CA | September 2022 – June 2023

- Coordinated with UCI Commit the Change developer team to construct a canine tracker for NPO Cell Dogs to manage dogs in training at correctional programs as well as adoption
- Collaborated alongside UCI Commit the Change designer team to build a user-friendly frontend interface, such as login page, navigation bar, 404/error pages, and mobile view, to reflect Figma design
- Managed data of dogs and facilities through PostgreSQL database system
- Enhanced security of requests with Firebase authentication

CLUBS & MISCELLANEOUS

UCI ZotBins | Subgroup Lead

Irvine, CA | June 2024 – Present

- Researching methods to improve waste diversion rates and reducing waste management CO₂ emissions
- Leading team of student designers and developers to build a mobile application

UCI IEEE | Open Project Space & Micromouse Member

Irvine, CA | October 2022 – Present

- Designing and constructing embedded electronic projects, such as a daylight detector, weather station, and autonomous robot
- Exercising fundamentals of circuits, microcontrollers, PCB design, hardware communication, and soldering

UCI Commit the Change | Full-Stack Developer

Irvine, CA | October 2021 – June 2023

- Worked with non-profit organizations to provide quality software for the community alongside student designers and developers

Interests: Music production, Car detailing, Chess, Graphic design, Piano, Guitar