

Evan Jesty

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EDUCATION

Bachelor of Computer Science, Network Computing, Co-op Option

September 2018-Present

Carleton University, Ottawa, ON

- 3rd Year Undergraduate, CGPA 11.10/12.0 (A)
- Expected Graduation May 2022

RELEVANT SKILLS, EXPERIENCES AND ACCOMPLISHMENTS

Technical Skills

- Proficiency in several programming languages, including Java, C++, PHP, Python, SQL and JavaScript
- Working knowledge of several frameworks and tools, including GIT, SQLite3, Jenkins, Django and Flask
- Automated archiving information using Python for use in charting testcase queue/execution times over a long period of time
- Performed maintenance including bug fixes and improvements to many different tools

Communication Skills

- Experience in using GIT and the code review platform Gerrit to deliver changes to several big repositories
- Created custom tools tailored to developers needs by discussing requirements and implementing feedback
- Provided consistent status report updates in weekly meetings to gather feedback and discuss future steps to improve the program(s) currently worked on

Design Skills

- Wrote a portfolio website from scratch in HTML and CSS and optimized the mobile experience to make it accessible on many devices
- Designed Graphical User Interfaces for several projects, delivering optimal user experiences through experimenting with several layouts
- Created a small custom library to provide custom controls and styling including support for dark theme that was used for various web applications at Ericsson

WORK EXPERIENCE**Software Developer Co-Op**

May 2019 – December 2019

Ericsson AB, Ottawa, Ontario

- Worked on a tooling team that creates tools to assist in the development of 4g/5g mobile networks
- Worked on several web applications that provide developers with Key Performance Indicators and insight into the codebase and testing strategy
- Designed and implemented a process to track pass/fail results using a MySQL Database for over 50,000 testcases that in total ran almost one million times per day. Built a dashboard to filter out key information from the data like tests with the most amount of fails
- Modified a key test tool written in Python to add support for validating that expected errors occur during testing, increasing the robustness of testcases that use this feature
- Restructured a web application to optimize loading times and performance by making charts only load when visible, disabling unneeded features if possible, and careful structuring of JavaScript and php code to make the application useable even when not fully done loading

APPLIED PROJECTS**Co-Leader**

May 2018-Present

GCBot

- As part of a two-man team, designed and developed an extensible bot for the chat client Discord
- Using a python library, created a custom plugin and settings system to facilitate collaboration and development of bot features
- Developed the core bot features and audio player functionality, while managing the GitHub repository and deploying the bot for use on a private server

Team Member

October 2017 – February 2018

Nipissing Electronics Lab

- Developed and implemented a plan to setup over 20 lab computers with proper drivers in a limited time frame for a biweekly Arduino electronics lab
- Worked with a professor and several classmates to develop and implement the plan over six labs
- Applied knowledge of the Windows operating system to install and configure multiple drivers to ensure compatibility with the Arduino units, with the added restriction of not restarting the computers

Algorithm Designer

January 2017 – May 2017

Maze Solving Robot

- Researched and developed a smart maze solving algorithm for use on an Arduino robot for a robotics competition, resulting in a 2nd place finish
- Worked with the hardware team to engineer the functions necessary for the robot to navigate and reach the end of the maze
- Extensively debugged and refined both the robot and the algorithm, and presented the algorithm with visual examples to show how the algorithm functions