

Evan Martin

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SUMMARY

Software engineer with experience in cloud infrastructure, full-stack development, and data pipelines. Known for bridging technical and non-technical teams to deliver effective solutions to complex challenges.

PROFESSIONAL EXPERIENCE

Contract Software Engineer

RentScience – Remote

July 2024 – September 2024

Engineered GCP cloud infrastructure to support ETL data pipelines and relational databases for a data-driven web application. Translated non-technical requirements into actionable deliverables, driving product conception and prototyping within a small engineering team. Structured and optimized PostgreSQL database schemas to enhance data storage and retrieval strategies across varied use cases. Built full-stack features using React (TypeScript) and FastAPI, integrating interactive data analytics within a scalable web application.

Software Developer

University of Arizona – Tucson, AZ

May 2023 – May 2024

Evaluated CI/CD pipeline tools, providing feedback on integration effectiveness within educational contexts. Configured server hardware for cloud-based development with remote access, supporting course and research initiatives. Implemented containerized software using Docker, contributing to automated deployment solutions in a CI/CD framework. Collaborated within Agile teams, working alongside researchers and engineers to deliver impactful solutions.

Software Intern

IMeasureU – Remote

June 2023 – August 2023

Developed internal tools for algorithm testing, streamlining product reliability and accelerating testing workflows. Adapted Swift algorithms to Python to facilitate cross-platform compatibility and broaden codebase utility. Integrated C++ functions into Python modules, enhancing code reusability and efficiency across multiple projects.

Software Developer Intern

FOME.ai – Remote

July 2022 – August 2022

Spearheaded the development of a minimum viable product for a computer vision concept, from research phase to final implementation. Presented the MVP to the CEO, finalizing the product for internal use and distribution to broader teams.

Exercise Technology Intern

Apeiron Life – Atherton, CA

June 2022 – August 2022

Partnered with a multidisciplinary team to design a velocity-based muscle fitness assessment protocol. Analyzed and processed exercise data using advanced tools, contributing to research and protocol refinement.

CORE TECHNICAL SKILLS

Languages: Python, TypeScript, C/C++, SQL, Java, HTML, CSS, Go
Frameworks & Tools: React, FastAPI, Django, Docker, GitLab CI/CD, Tailwind CSS
Cloud & DevOps: GCP, AWS, CI/CD, Cloud Architecture, PostgreSQL
Other Skills: Software Architecture, Data Engineering, ETL Pipelines, DevSecOps, Agile Methodologies, Requirements Analysis

PROJECTS

Full-Stack Scholarship Application Management System

Built with Python (Django), React, AWS, and PostgreSQL, managed via Docker and CI/CD to streamline scholarship application processing.

Custom Paralleled VBSME Datapath on Xilinx Artix-7 FPGA

Engineered using custom assembly and Verilog, optimized hardware design for variable block size motion estimation.

Pose Feedback App

Developed with Python, MediaPipe, and OpenCV to provide real-time feedback for exercise posture corrections via computer vision.

EDUCATION

Bachelor of Science in Software Engineering

University of Arizona – Tucson, AZ

August 2019 - May 2024

GPA: 3.2

AWARDS & CERTIFICATIONS

PACT Online Penetration Testing Certification (2023)

PACT Online Machine Learning Certification (2023)

Dean's List with Distinction (2024)

Academic Year Highest Academic Distinction (2024)

International Baccalaureate Scholarship (2023)

Arizona Excellence Scholarship (2023)