

Elliot Evans

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[elliot.website](#)
[github.com/vezwork](#)

- EXPERIENCE -

Google — Software Developer Intern

May—Aug 2020, Remote

Investigated and integrated new web APIs into the CanvasKit open-source project <https://skia.org/user/modules/canvaskit>.

Wrote tests which use *Puppeteer* to reproduce community issues.

Jan—Apr 2019, Waterloo CA

Researched, planned, and developed an experimental web application for collaboratively viewing 3D medical images (MRIs, CT Scans) in VR. Developed using *GLSL*, *WebRTC*, *TypeScript*, and *WebXR*.

Rallyteam, acquired by *Workday* in June 2018

— Junior Software Engineer

Feb—Aug 2018, Vancouver CA and Remote

Researched, documented and implemented WCAG 2 and s508 accessibility requirements in Rallyteam to advise product and engineering strategy. Optimized Azure cloud resource consumption, reducing costs by over \$10k / month. Led small teams of engineers to develop product features in *Angular*, *C#*, and *SQL*. Facilitated Rallyteam's open discussion around company culture.

— Software Engineer Intern

May 2017—Feb 2018, Vancouver CA

Led a team of 2 developers to implement email storage, versioning, and cross-platform compatibility infrastructure. Prototyped and presented a *Jira* Integration to sales and product teams. Coordinated with QA and Client Success teams as temporary Maintenance Lead.

Critical Mass — Developer Intern

May—Sep 2016, Calgary CA

Worked with designers, strategists, and UX/UI teams to implement creative solutions for clients using *React*, the *Google Maps API*, *GLSL*, and an *industrial laser cutter*.

- PROJECTS -

A Web Monetization Story *Summer 2020*

esse-dev.github.io/a-web-monetization-story

Co-created 'A Web Monetization Story' to walk creators through using the new [Web Monetization API](#). It placed 2nd in [BetaHack](#).

Visualizing Process with ES6 Generators

Winter 2018 [elliot.website/a/?Visualizing-Process-with-ES6-Generators](#)

An interactive article showing how JavaScript's ES6 Generators can be used to create visualizations of algorithmic processes.

- EDUCATION -

University of Calgary

BSc. Computer Science

Graduating Dec 2020

Research in Quantum Algorithms. Experimented with Quantum Walk sampling algorithms.

Teaching Assistant for

CPCSC 413 Design and Analysis of Algorithms.

Faculty of Science
Undergraduate Mentor.

European Innovation Academy

Jul 2019,

Lisbon Portugal

A full-time month-long startup program. I took on the role of developer in a team of five. We made [elliot.website/4birds](#)

- SKILLS -

Code Javascript,

TypeScript · HTML · CSS ·

Web Accessibility

Software Azure · Git ·

Photoshop · Figma