

# EVAN ARAMAYO

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## EDUCATION

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University of Rhode Island, Kingston, RI  
Bachelor of Science in Computer Science, expected May 2027  
URI Presidential Scholarship

## RELEVANT COURSEWORK

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**Computer Science:** CS50X (Harvard), Survey of Computer Science, Computer Programming, Data Structures and Abstractions, Computer Systems and Programming Tools

## TECHNICAL SKILLS

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C, C++, Java, Python, SQL, R, HTML, Github, Pygame, Microsoft Visual Studio, Adobe Photoshop, Adobe Premiere Pro, Adobe Illustrator, Adobe After Effects, Adobe Lightroom, Unreal Engine, Unity, Blender, Tableau, WordPress

## PROJECTS

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- Sorting Algorithm Visualizer** **December 2024 - Present**
- Built a Pygame tool to visualize sorting (Bubble, Heap, Insertion)
  - Designed intuitive UI with real-time animations to show algorithm steps and performance
- Unreal Engine 5 indie video game** **March 2022 - July 2022**
- Developed hit-the-target game using C++ and Blueprints, integrating game logic, score system, and responsive targets.
  - Created and animated custom 3D models and animations.
- 3D Modeling Project** **February 2022 - March 2022**
- Designed and imported models for a virtual reality game utilizing Blender and Autodesk.
  - Created/Edited 3d model and textures, placing them in respective Unity 3d scenes to achieve quality results

## PROFESSIONAL EXPERIENCE

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- Vycarb MRV UI/UX Development Intern, Brooklyn, NY** **June 2025- Present**
- Designed and developed an intuitive GUI for a Raspberry Pi-based system, enabling real-time sensor data visualization and user control functionalities and streamline interaction with the company's carbon removal technology.
  - Integrated the interface with backend data pipelines and sensor networks, streamlining user interaction and enhancing the usability of Vycarb's carbon removal technology.
- Undergraduate Researcher, Kingston, RI** **February 2025 - Present**
- Developing an LLM-based tool to enhance user trust in AI systems by improving the ethicality, validity, and efficiency of responses, with a focus on empowering data scientists through tool-based reasoning.
  - Work on documentation for any of the code tools we develop in the lab.
- Classroom Media Technician, Kingston, RI** **January 2025 - Present**
- Configured switches, setup and troubleshoot ITS AV Systems in classrooms, auditoriums, and offices.
  - Provided phone and in-person support.
- Intern, Rhode Island FC** **October 2024 - Present**
- Assist in the setup and breakdown of A/V equipment based on the needs of the event. which consisted of Camera Setup, Microphone Setup, LED panel setup and breakdown, troubleshooting software/equipment malfunctions.
  - Utilized software controlling digital assets (Video Graphics, Live Action, IP TV, ) Audio software, and kept equipment up to date.
- Custom PC Builder, New York, NY** **May 2020 - Present**
- Build, troubleshoot, and repair personal computers. Assist clients with correct hardware needed for their use
  - Perform software, system, and complete component installation and assembly.
- Writer's Assistant, New York, NY** **May 2022 - Present**
- Assist Emmy-nominated TV host/author with transcribing notes, proofreading copy, research, updating database of contacts, and planning book tour events
  - Assist lifestyle journalist with research, transcribing notes from interviews, develop editorial ideas, maintain social media account and website, assist with photo selections for web content, and help plan events
- 343 Industries Software Tester, Redmond, WA** **August 2021 - September 2023**
- Designed test scenarios for software usability of video game titles developed by 343 Industries (Microsoft)
  - Ran tests and prepared organized and analytical reports on the success and failures found during test runs

## LEADERSHIP EXPERIENCE AND ACTIVITIES

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- Team leader, Rise-Up IX program Ideation Studio** **February 2025 - Present**
- Selected for a competitive cohort program to develop innovation concepts with entrepreneurship Business Model Canvas tools and industry mentors to refine ideas and business models.
  - Led team to develop Mental health app with stipend to fund research & prototyping
- Communications Chair, Society of Hispanic Professional Engineers (SHPE)** **April 2025 - Present**
- Oversee PR and content by creating and managing digital content using tools like Photoshop, Canva, and Premiere Pro.
  - Collaborate with other Chairs to promote events, strengthen outreach, and maintain communication with the community.