Evan Bacon

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Summary

Recent graduate from the University of Washington with a passion for front end development, and experience creating web and mobile apps.

Portfolio at https://ebacon.dev

Skills

Javascript, HTML, CSS, React, Java, C#, Swift, REST, Git

Education

Bachelor of Science (B.S), Computer Science

University of Washington • Seattle, WA
06/2021

- GPA – 3.4
- Notable Coursework
    - Distributed Systems
    - Intro to HCI: User Interface Design, Protyping, and Evaluation
    - Software and Implementation
    - Interaction Programming
    - Intro to Data Management
    - Data Structures and Parallelism

Experience

Software Engineer Intern

Apptio • Bellevue, WA
06/2020 - 09/2020

- Implemented a highly requested change to the website's UI which allowed for users to view multiple iterations of a dataset, each of which had been used to generate plans for managing IT spending.
- Made various updates to API calls, adding variables for time to allow for old instances of data to be retrieved.
- This change alleviated confusions among customers when determining the set of data used to generate a plan.

Projects

CALENDEX *Feb 2021 – Apr 2021*

- An iOS app for diabetics, built by myself, which allows for blood sugar readings to be displayed in a calendar format.
- Implemented multiple API requests to retrieve blood sugar data.
- Implemented the Oauth2 protocol to allow access to users blood sugar data.
- Designed and implemented a relational database using Core Data for storing blood sugar metrics.
- Designed various different UI elements using Figma to visualize trends/metrics in user's data.
- Swift, SwiftUI, REST, Core Data, Figma

LANGUAGE BUDDY *Sep 2020 – Dec 2020*

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- Created an app mockup, as part of a team project, meant to help international students find others to study and learn english with.
- Conducted user research by holding interviews with multiple staff who taught English courses for non native speakers to determine common struggles faced by these students. Information gained from these interviews was then used to decide and prioritize features for the app.

PORTFOLIO SITE Jun 2021 – Aug 2021

- Personal website to show off all past and future projects.
- React, Sass

Unity Game Prototype *July 2022 – Ongoing*

- Prototype for a top down 2d space shooter.
- Created a framework using the pub-sub pattern to easily manage player input.
- Created a full simulation of a 2d rope using extended position based dynamics.