Evan Brisita

1-(616)-375-5859 | brisitae@umich.edu | http://www-personal.umich.edu/~brisitae/

Education:

University of Michigan   Ann Arbor, MI
- **Major:** Computer Science Engineering   **Expected Graduation: April 2019**
- **Relevant Courses: 494 Video Game Dev**, 482 Operating Systems, 484 Databases, 493 User Interfaces, 390 VR Entrepreneurship, 300 Video Game Music, 281 Data Structures & Algorithms

Skills:

- **C++**, C#, Python, Kotlin, **Windows**, Linux (Ubuntu 14.04, 16.04, and RedHat), OS X, **Git,** Unity Collab
  Visual Studio, PyCharm, Sublime, **Unity**, Google Drive, **Photoshop**, Illustrator, After Effects

Work Experience:

Ruist Inc Software Intern: Product Reporting/Analytics (Kotlin, Typescript)   May 2018 - Aug 2018
- Delivered initial version product reporting from the ground up at fast paced startup in a team of three
- Instrumented full stack web client to database data pipeline collecting business and user reporting metrics
- Created API endpoints and clients for reporting metrics, Single Sign On security, and system diagnostics

Instructor Assistant: EECS 494 Game Development   Aug 2018 - Dec 2018
- Provided feedback and grading on student assignments and projects for iteration and improvement
- Tested student projects to discover bugs and missing functionality from assignment specs

Camp Instructor: MiBYTES Game Dev Summer Camp   Aug 2017 - Aug 2017
- Taught game development, debugging, and programming skills to highschool students with our team of 3
- Led and recorded tutorials to create references for students as they worked on group projects
- Accounted for and ensured the safety of students daily between travel to and from campus locations

Project Experience:

Team Development Project: Scrappy Pappies (Unity) (1st Place Showcase)   Oct 2017 - Dec 2017

Class Solo Project: Continental Interception (Unity)   Oct 2017 - Oct 2017

Team Development Project: Metroid Vertical Slice Remake (Unity)   Sep 2017 - Oct 2017

Game Jams
- Team: Muttnik (Unity) (2nd Place)   Oct 2018 - Oct 2018
- Solo: Shoulda Woods (Unity)   Jan 2018 - Jan 2018
- Team: Chain of Command (Unity) (1st Place)   Jan 2018 - Jan 2018
- Team: Super Chicken Fight: The Streets (Unity)   Mar 2017 - Mar 2017
- Team: Beard Fortress II (Unity)   Dec 2016 - Dec 2016
- Team: Infiniflub (Unity)   Nov 2015 - Nov 2015
- Team: Ballast Blast (Unity) (1st Place)   Oct 2015 - Oct 2015

Extracurriculars:

Instructional Lead: Wolverine Soft Game Development Club   Sep 2015 - Present
- Created and discussed video game development with peers through Game Jams and meetings
- Directed and created new tutorials and format to teach new members core Unity and C# skills
- Integrated a show and tell period into weekly meetings to increase retention and highlight development