

Evan Fellman

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<https://github.com/EvanFellman>

Education:

University of Massachusetts Amherst, Amherst, MA

GPA: 3.87 / 4.0

Bachelor of Science in Computer Science, Bachelor of Arts in Philosophy

May 2022

Relevant Courses: Programming with Data Structures; Introduction to Computation; Programming Methodology; Computer Systems Principles; Reasoning Under Uncertainty; Introduction to Algorithms, Calc I to III, Linear Algebra, Ordinary Differential Equations, Introduction to Philosophy, Introduction to Ethics, Practice and Applications of Data Management, Artificial Intelligence, Intermediate Logic, History of Modern Philosophy

Skills:

Programming Languages: Java, Python, JavaScript, Ruby on Rails, C, C#, Haskell, Scheme, Swift 3

Associate Certificate: Photoshop

Relevant Experience:

Undergraduate Course Assistant, Amherst, MA

January 2020 - May 2020

Course Assistant for Programming Methodology

- Lead group discussions and lab assignments
- Provide academic support to students through my office hours or a class forum
- Grade assignments and exams

Fuse (HackUMass + HackHer), Amherst, MA

March 2019 - October 2019

Organizational Technology (Backend) Team Member

- Organized a hackathon, HackUMass, the largest student run organization at UMass Amherst
- Made an open source dashboard web app (in Ruby on Rails) that many other hackathons (ex: Tech Together Boston) use
- Set up and cleaned the event.
- Recorded and livestreamed the opening and closing ceremony along with select workshops.
- Handled meals and snacks for participants.

HackUMass Workshop Instructor, Amherst, MA

October, 2019

Instructor

- Developed and taught two workshops (Introduction to Functional Programming with Haskell and Introduction to Programming with Python).
- 30 and 118 people attended each.

Personal Projects:

Flappy Bird Neural Network

- Made a neural network from scratch using Python
- Uses genetic evolution to learn to play the popular game, Flappy Bird

Platformer Game

- Platformer game using Java that has its own physics and graphics engine.
- Has many sprites that the play can interact with. Including enemies with advanced AI
- Users can either create their own levels, play the created levels or play a randomly generated level.

Honors:

- *Dean's List (Fall 2018 - present), University of Massachusetts Amherst*