

Evan Griffin

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Education

TEXAS TECH UNIVERSITY

B.S. Computer Science, Minor in Mathematics

Lubbock, TX

May 2023

Experience

Unitek.AI

Software Engineering Intern

Dublin, IE

Jun - Aug 2021

- Utilized Plotly.js to create dynamic and engaging graphs, charts, and visual elements
- Applied Postman's features: HTTP requests, token management, and response testing
- Acquired proficiency in JavaScript programming language through hands-on experience and on-the-job learning

Dover Fueling Solutions

Software Engineering Intern

Austin, TX

Jun - Aug 2019

- Employed Selenium with Java to develop a robust web-scraper
- Leveraged scraped data to create a visually appealing and informative website using WordPress
- Delivered a compelling presentation to the Board of Directors, showcasing the project's development and outcomes

Other Experience

Aspen Creek Grill

Server

Lubbock, TX

Jun 2022 - Jun 2023

- Effectively communicated directly with customers and other team members, developed and enhanced customer service skills
- Gained the ability to work in a fast-paced environment, multitask efficiently and attention to detail

Skills

Programming: C++, C, Python, AngularJS, ReactJS, Java, C#, JS, Unity, SQL, CSS, HTML

Soft: Problem solving, quick thinking, teamwork, communication, public speaking, multi-tasking, attention to detail

Projects

Personal Portfolio

May 2023

- Developed a responsive and visually appealing website using HTML to structure the content, CSS to style the elements, and JavaScript to implement interactivity and dynamic functionality.
- Ensured cross-browser compatibility and responsiveness, optimizing the website for various devices and screen sizes

Fitness Web App

May 2023

- Developed a full-stack fitness web application with user registration, exercise tracking, and personalized workout recommendations using ReactJS and mongoDB
- Utilized a tech stack consisting of front-end frameworks, back-end technologies, and database integration to create a dynamic and interactive user interface while integrating external APIs for additional functionality
- Presented the full-stack fitness web application to stakeholders, showcasing its features, intuitive design, and potential impact in the fitness industry.

Catan Gameboard with AI Agents

Dec 2022

- Developed an advanced artificial intelligence agent using C# and Unity, capable of playing the strategic board game Catan against other agents or human players
- Employed the Monte-Carlo search tree algorithm and the Expectimax algorithm to design the agent, enabling it to make intelligent decisions based on simulated outcomes and probabilistic evaluations