**Evan Smith**

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**EDUCATION**

*Brigham Young University | B.S. in Computer Science | Provo, UT* Aug 2022 - Apr 2026

* 4.00 / 4.00 GPA - 1490 / 1600 SAT (top 3%)
* Dean’s List fall 2023 (top 5% of college)
* Emphasis in Machine Learning – Minors in Entrepreneurship and Mathematics
* Data Science & Advanced Programming Concepts
* BYU Developers Club, Competitive Programming Club, Humor U Stand Up Comedy Club

**SKILLS**

Python, JavaScript, HTML/CSS, Angular, Node.js, Java, C/C++, SQL, Swift, Flutter, and git/GitHub

**EXPERIENCE**

*BYU Family History Technology Lab | Student Software Engineer* Oct 2023 - Present

* Reworked authentication process for Angular web app to use OAuth 2.0
* Optimized user experience in a 1 million+ user web app by implementing design enhancements
* Utilized git and GitHub for collaboration and safety of production software

*BYU Office of Information Technology | Operations Intern* Feb 2023 - Oct 2023

* Monitored and resolved issues for ~4,000 BYU websites, network devices, servers, and processes
* Identified and addressed potential issues with a message response time under 1 minute

*LaunchX Entrepreneurship Program | Education and Support Intern* Jun 2023 - Aug 2023

* Mentored 78 high schoolers in starting a company with over $250 in profit in 4 weeks
* Increased student understanding by leading discussions on business concepts for 2 hours/week
* Learned 3D printing by helping teams prototype the products for their business

*BYU Office of Computer Science | TA for Intro to Data Science* Sep 2022 - Dec 2022

* Managed grading for ~110 students' weekly Python assignments
* Built strong teaching skills by conducting one-on-one tutoring sessions
* Assisted professor by reworking 6 different assignments for clarity and readability

**PROJECTS**

*Mood Memo - mood tracking and journaling app with Flutter*

* Built a mobile app for mood tracking and journaling and published it to the iOS and Android app stores
* Programmed the app using ~2,000 lines of Flutter / Dart code

*Scalamental - 2D GameMaker game for GitHub Game Off 2023*

* Competed in GitHub’s game making competition by building a 2D action game themed to chameleons
* Learned GameMaker, a game engine for 2D games, while working together with 2 other friends

*E-waste website using Bootstrap*

* Advocated for e-waste reduction by creating a website ([Link to website](https://evansmith93.github.io/e-waste-facts/))
* Invested ~10 hours building the site using custom HTML/CSS/Bootstrap

*Social Media Rating App using Flutter - with BYU Developers Club*

* Developed collaborative programming skills by writing a mobile app with the BYU Developers Club
* Storyboarded app layout and features to achieve the best design
* Developed parts of the frontend in Flutter over 8 months