

Evan Z. Feng

Boulder, Colorado

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Summary

A motivated software developer with extensive experience in designing and developing software applications, including a CandyLand-inspired game using C++ and data-driven projects. Possesses a solid understanding of object-oriented programming, data structures, and algorithms, supported by proficiency in multiple programming languages including C++, Python, and C. Eager to leverage problem-solving and collaborative skills in contributing effectively at Avua, delivering high-quality software solutions that meet client expectations.

SKILLS

- **Programming:** C++, Python, C, Assembly, Java, Scala, Git, Docker, SQL, HTML
- **Software Development:** Software development methodologies, OOP (Object-oriented programming), Data structures, Algorithms
- **Tools:** VSCode, Excel, Microsoft Word, Pandas, Matlib, Figma, Git

EXPERIENCE

Tea Garden Chinese Restaurant 2022 - Present *Managing online and takeout orders*

- Developed a fully-functioning CandyLand inspired game using C++
- Implemented Object Oriented Programming with multiple classes, including file reading and output file capabilities
- Facilitated support for multiple players through efficient code design
- Applied understanding of data structures and algorithms to optimize game performance

Developer

CandyLand Game

Code.org Highschool Dec 2022 - May 2023 *Developer*

Wendy's Menu Nutrition App

- Simple app that uses premade data set that allows user to select an item from Wendy's menu and returns the nutrition value of said item
- APCSP portfolio project

Nov 2023 - Dec 2023

Developer

Restaurant Reviews Application

- Data structures implementation with Linked list, Priority Queues, and heaps to manage reviews of restaurants from text file

EDUCATION

University of Colorado Boulder May 2027 *B.S., Computer Science*

- **GPA:** 3.8/4.00
- **Coursework:** Intro to Computer science, Data Structures, Linear Algebra, Probability and Statistics, Discrete Mathematics, Computer Systems, Algorithms, Database Systems, Software Development

PROJECTS

CandyLand Game

- Developed a fully-functioning CandyLand inspired game using C++
- Used Object Oriented Programming with multiple classes with file reading and out file capabilities
- Supports multiple players

Code.org Highschool

Wendy's Menu Nutrition App **Dec 2022 - May 2023** • Simple app that uses premade data set that allows user to select an item from Wendy's menu and returns the nutrition value of said item • APCSP portfolio project

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NVIDIA CERTIFICATE

- **Deep Learning institute NLP certificate:** Building transformative based natural language processing applications - 8 hour workshop

APPLE DESIGN-A-THON COMPETITION