Evan Xu

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Education

University of Massachusetts at Lowell – BS in Computer Science Expected: December 2025
GPA: 3.80

Relevant Coursework as of Spring 2025: Object-Oriented Programming, Data Structures, Assembly, Algorithms, AI, Machine Learning, Linear Algebra, Calculus, Probability

Skills

Languages: C, C++, C#, Java, Python, SQL, SQLite
Tools: Git, Team Foundation Source Control, Swagger, Visual Studio, VSCode

Experience

Program Development Intern June 2024 – August 2024
Salary.com – Waltham, MA

- Developed an .NET Core Web API to import data from excel spreadsheets into a SQL Database.
- Implemented search solution for newsletter web pages using Apache Lucene.NET and Windows Forms.

Grading Assistant for the Department of Mathematics September 2024 – Current
University of Massachusetts at Lowell – Lowell, MA

- Communicated quickly and efficiently to deliver quality, consistent, and punctual results in a timely fashion.
- Accurately diagnosed areas for improvement in student work and provided accurate feedback.

Projects

Poker Bankroll Application | Java, JavaFX, SQLite August 2024

- Implemented a Desktop Application to track bankroll value over time using a SQLite database.
- Designed a UI using JavaFX to allow user to retrieve visual representation of data from the database and import data to database.

Sokoban Game | C++ April 2024

- Created a game known as Sokoban in which the player controls a character on a grid with the goal of pushing one or more boxes into a target space.
- Implemented logic to restrict object movement in accordance with object collision, and restrict player movement upon achieving victory.
- Added undo feature that allowed player to undo their last action until reaching the start of the level.

Random Text Generator | C++ March 2024

- Designed a program that uses text input to generate a Markov Model.
- Produced probability based text of varying precision based on a generated Markov Model.

N-Body Simulation | C++ January 2024

- Created a graphical representation of a Universe using the SFML library.
- Implemented logic for celestial bodies movement resulting from changes in velocity from gravitation forces.

Portfolio Website | HTML/CSS March 2022

- Designed a portfolio web page hosted on Github pages with features like drop-down menus, size-scaling for different resolution, etc.