Evan Xu

xuevanj@gmail.com | (978)-836-3470 | Linkedin.com/in/EvxnXu | github.com/EvxnXu

Education

University of Massachusetts at Lowell – B.S. in Computer Science, Minor in Mathematics　　　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, Operating Systems, Databases.

Experience

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

- Built and deployed a .NET Core Web API to automate ingestion of Excel data into SQL Server, eliminating manual data entry for internal teams.
- Integrated Apache Lucene.NET to implement full-text search across hundreds of newsletter pages.
- Collaborated with product managers to refine data requirements and iterate on backend service design.

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

- Communicated quickly and efficiently to deliver high-quality, consistent, and timely results.
- Provided structured feedback to improve students' problem-solving approaches.

Skills

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

Projects

Portfolio Website | Next.js, Typescript, React, Tailwind CSS　　　September 2025

- Developed a full-stack portfolio website using Next.js and TypeScript.
- Deployed to Vercel with automatic deployments from Github repository.

Coup Discord Bot | Python　　　August 2025

- Created a discord bot using discord.py replicating the Coup card game using asynchronous event handling and state management.
- Designed a modular codebase to handle roles, actions, and action response mechanics.

Poker Bankroll Application | Java, JavaFX, SQLite　　　August 2024

- Implemented a Desktop Application to persist and visualize bankroll data using SQLite.
- Engineered Import/Export features for data portability.

Sokoban Game | C++　　　April 2024

- Created a puzzle game engine with grid-based mechanics, collision detection, and timing features.
- Designed a stack-based undo system for efficient state rollback — demonstrating strong memory and resource management.

Random Text Generator | C++　　　March 2024

- Built a Markov-chain–based text generator capable of producing variable-length synthetic sequences.
- Applied Laplace smoothing for unseen transitions, improving output coherence.