

# Trevor Evans

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## Education

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### University of Illinois at Chicago

Bachelors of Science in Computer Science, December 2016

### Relevant Technical Coursework

Video Game Design, Software Design, Data Structures, Communication and Ethics, Operating Systems, Computer Graphics, Artificial Intelligence

## Work Experience

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### Schafer Condon Carter, Chicago, IL

Summers 2011 - 2016

#### Digital Team Intern

- Developed interactive Flash and Rich Media animations for advertisements
- Created web-based password management system
- Modified and developed websites using HTML, PHP, MySQL, and Ruby on Rails
- Created HTML emails designed to avoid display incompatibilities between email platforms
- Documented and recorded video tutorials for the use of Adobe Campaign
- Hosted meetings to catch everyone up to speed on projects

## Projects

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### Dungeon Generator

Fall 2016

Personal project

Link: <https://tankmissile.github.io/docs/DungeonGenerator.html>

GitHub link: <https://github.com/TankMissile/DungeonGenerator>

- Roguelike dungeon generator
- Produces a series of rooms connected by hallways
- Populates rooms with traps, treasures and enemies
- All parameters are customizable

### Turnt Up

Spring 2015

Class Project of team's choice - Team of 6

Link: <https://tankmissile.github.io/docs/TurntUp.html>

GitHub link: <https://github.com/peterbekos/turntUp>

- Vertical-Scrolling space shooter game
- Uses music cues to shoot different bullets depending on the note type, as well as control enemy ships
- Includes custom music and an epic boss battle

### Virtual Reality Testing

Spring 2015

Group Hackathon Project

Link: <https://drive.google.com/open?id=0B8rhAdjCHXUIMERfS0I1RmpQVfK>

GitHub link: <https://github.com/Keydex/VTE>

- Virtual Reality platform for multiple choice tests
- Made in one weekend
- Uses the Unity3D Engine and Oculus Rift SDK2

### Simple Box Game

Summer 2014, Summer 2015

Personal Project

Link: <https://tankmissile.github.io/docs/SimpleBoxGame.pdf>

GitHub links: <https://github.com/TankMissile/SBG>

<https://github.com/TankMissile/SBGReborn>

- Side-scrolling platformer featuring a smiling blue box character
- First made in Java, then rebooted in Unity 5
- Features wall-climbing, jumping, air slams, and super jumps
- Originally meant for practicing threads, then expanded upon

## Skills

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**Languages:** C, C++, C#, Java, HTML/CSS, PHP, Javascript, Actionscript 2.0/3.0

**Libraries/Frameworks:** Java Swing, Ruby on Rails, Unreal Blueprint, OpenGL

**Tools:** Unity Engine 3/4/5, Unreal Engine 4, Git, IceScrum, Perforce, Visual Studio, Eclipse, MonoDevelop, Adobe Flash, Photoshop, Illustrator, GIMP, Blender

**Other:** Agile Development Process, UML