

Trevor Evans

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Education

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

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

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

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