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=0B8rhAdjCHXUlMERfS0I1RmpQVFk
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, MySQL
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