# Evan Fraustro

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## Education

| **University of Houston** | **Aug. 2024 – December 2026** |
|---|---|
| *Bachelor of Science in Computer Science* | *Houston, TX* |

| **San Jacinto College** | **Aug. 2023 – Aug 2024** |
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| *Associates of Science in Computer Science* | *Pasadena, TX* |

## Relevant Coursework

- Data Structures
- Programming
- Discrete Math
- Computer Architecture

## Experience

**CodeCoogs**                                                                 **September 2024 – Present**
*Project Team Lead*                                                                            *Houston, TX*
- Project Overview: Leading a team of 12 students in developing an audio unit using the JUCE framework.
- Technical Skills: Using C++ and JUCE to develop efficient audio processing and user interface components.
- Leadership: Managing project timelines, delegating tasks and leading weekly meetings and troubleshooting sessions.
- Teaching and mentoring team members in software development, coding best practices, and agile methodologies.

**H-E-B**                                                                                 **May 2022 - Present**
*eStore Personal Shopper*                                                                       *Manvel, TX*
- Manage up to 24 orders simultaneously, demonstrating strong time management and organizational skills.
- Maintain detailed knowledge of store layout and inventory to quickly locate products.
- Communicate effectively with customers during order hand-off to ensure satisfaction.
- Preserve a high level of efficiency, contributing to a smooth operation by handling multiple orders during rushes

## Projects

**Audio Plugin Application** | *C++, React, Tailwind, HTML*                     **November 2024 - Present**
- Leading a team in developing an audio effect rack plugin using the JUCE C++ framework.
- Designing custom DSP algorithms to process and transform audio signals into desired effects.
- Overseeing the development of a responsive website to assist users in navigating and acquiring the audio plugin.

**Text-to-Music AI Generative Audio** | *Python, Deep Learning, Diffusion Models*     **Feburary 2024 - Present**
- Researching noise-to-music generative AI using diffusion models to synthesize audio from textual descriptions.
- Exploring 2D UNet architectures to enhance generative performance and improve sound quality.
- Developing a static website to showcase AI-generated music clips, leveraging an open-source model for implementation.

**Alien Invasion** | *Python, Pygame*                                                            **March 2024**
- Developed a 2D space shooter game, implementing core mechanics such as player movement, shooting, and enemy waves.
- Used object-oriented programming to create modular and reusable classes for the spaceship, alien fleet, and bullets.
- Optimized game performance by efficiently managing the game loop, event handling, and sprite rendering.

## Technical Skills

**Languages**: Python, C++, HTML/CSS, JavaScript,
**Developer Tools**: VS Code, Google Cloud Platform, Figma, Notion, Trello
**Technologies/Frameworks**: Linux, GitHub, ReactJS, TailwindCSS

## Leadership / Extracurricular

**Organization**                                                                           **Spring 2020 – Present**
*Teams Manager*                                                                       *University of Houston*
- Oversee and support 3 project teams at CodeCoogs, ensuring smooth operations and alignment between team members and Team Leads.
- Provide mentorship and accountability to Team Leads, empowering them to guide members in skill development and successful project execution.
- Collaborated on planning and executing team-building social events to strengthen community engagement and cross-team collaboration.