

Evan Greenfield

(309)826-9383 | evangreenfield@live.com | <https://evangreenfield.dev/>

EDUCATION

Ball State University

Bachelor of Science in Computer Science

Muncie, IN

Aug 2022 – May 2026

- GPA 3.9
- Relevant courses: Algorithms and Data Structures, Operating Systems, Software Design, Database Design, Data Mining, Game Programming, Digital Signal Processing, Intro to 3D Animation
- Extracurricular: Pride of Mid America Marching Band & Ball State Jazz Ensembles (Snare Drum, Drum Set)

TECHNICAL SKILLS

Languages: Java, Python, C, SQL, JavaScript, HTML/CSS, PEP9 assembly

Technologies: React, Node.js, MongoDB, MySQL, Git/GitHub, Cloudflare, AWS, Microsoft Azure

Creative Technologies: Adobe Premiere Pro, After Effects, Photoshop, Audio & Video Production, Computer Building & Hardware, Theater Lighting, Sound, & Set Design

EXPERIENCE

Software Engineer Intern

Jun 2022 – Aug 2023

State Farm

Bloomington, IL

- Managed and maintained statefarm.com web pages & thousands of company media assets using Adobe Experience Manager
- Utilized Google FAQ Schema structure to develop a tool with JavaScript & HTML front-end enabling web designers to generate schema code, increasing Google search visibility by 20% in first year of deployment
- Optimized hundreds of articles to boost organic traffic through improved SEO practices
- Created Powershell script allowing employees to automatically parse JSON data from a word document, reducing manual workload
- Assisted in the company's transition between job management solutions, working closely with Adobe consultants to ensure a smooth and efficient migration

Media Intern

Jan 2021 – May 2022

First Baptist Church

Bloomington, IL

- Developed and optimized AV systems, including multi-camera live streaming and independent house-stream audio mixing, reaching over 100,000 impressions worldwide
- Designed and implemented a scalable live-streaming system, training volunteers for long-term use
- Developed software for Elgato Stream Deck to communicate with Canon PTZ cameras over internet protocols with C# to control PTZ and preset positions

PROJECTS

Go Data Management Application | *Go, MySQL, HTML, CSS, JavaScript*

- Developed a dynamic web application using HTML, CSS, and JavaScript, integrating a MySQL database to enable seamless CRUD operations via a MySQL API

Welcome Inn Tycoon Game | *Godot Engine 4, Ableton Live 11, Photoshop, Git & GitHub*

- Collaborated within a small team to develop a tycoon game under a two-week deadline, allowing players to manage a café, make strategic decisions, and upgrade their business dynamically
- Practiced clean coding practices, making collaboration and work allocation easier
- Produced music & SFX to enhance in-game experience

Remy's Ratatoullie Adventure Simulator | *Blender, Python, Git & Azure*

- Re-created vehicle pathing & sequencing of Remy's Ratatoullie Adventure ride from Disney World with Blender
- Developed a Python script to extract vehicle path distance data and keyframe rotation values, enabling potential seamless integration between animation and engineering for ride construction

Nintendo 3DS Sound Software Re-Creation | *Reaktor 6, Blender, Photoshop*

- Recreated original sound effects from 3DS software using REAKTOR & DSP principles for accurate sound replication