

Evan Greenfield

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Portfolio: <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, Computer Networks, Database Design, Data Mining/Machine Learning, Mobile App Development, Digital Signal Processing, 3D Animation
- Extracurricular: Pride Of Mid America Marching Band & Ball State Jazz Ensembles (Snare Drum, Drum Set), Theater Lighting & Set Design Head (High-school)

TECHNICAL SKILLS

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

Technologies: Beckhoff TwinCAT, Oracle VirtualBox, React, Vue, Node.js, MongoDB, MySQL, Git/GitHub, Cloudflare, AWS, Microsoft Azure, Bitbucket, Jenkins

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

EXPERIENCE

Software Engineer Intern

May 2025 – Current

Indianapolis, IN

Genesys

- Developed and maintained web applications with real-time data synchronization, authentication, and modern JavaScript/TypeScript frameworks, integrating RESTful APIs and WebSockets within agile workflows and CI/CD pipelines.
- Collaborated with UX teams to translate Figma designs into responsive components using the Genesys Spark Design System, implementing automated test suites for code quality and build verification.
- Led a hackathon project leveraging AWS services (S3, Bedrock, Amazon Q), driving full-stack development from architecture to deployment.

Software Engineer Intern

Jun 2022 – Aug 2023

Bloomington, IL

State Farm

- Maintained statefarm.com web pages & thousands of company media assets using Adobe Experience Manager
- Utilized Google FAQ Schema structure to automate the generation of schema code, increasing Google search visibility by 20% in first year of deployment
- Created Powershell script allowing employees to automatically parse JSON data from a word document, reducing manual workload

Media Intern

Jan 2021 – May 2022

Bloomington, IL

First Baptist Church

- Designed and optimized scalable AV systems for multi-camera live streaming and house audio mixing, reaching 100,000+ impressions globally and training volunteers for long-term operation
- Developed software for Elgato Stream Deck to communicate with Canon PTZ cameras over internet protocols with C# to control PTZ and preset positions

PROJECTS

Ride Control System Simulator | Vite, Vue, JavaScript, Git & GitHub

- Ride control simulator that handles wait time, hourly capacity, capacity utilization, and managing block zones.
- Users can dispatch vehicles, start/stop the ride, monitor safety systems, etc.

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

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

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
- Produced music & SFX to enhance in-game experience