

# Evan Greenfield

(309)826-9383 | [evangreenfield@live.com](mailto: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, Computer Networks, Software Design, Database Design, Data Mining/Machine Learning, Game Programming, Digital Signal Processing, 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 Ratatouille Adventure Simulator | *Blender, Python, Git & Azure*

- Re-created vehicle pathing & sequencing of Remy's Ratatouille 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