

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, 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: 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

Genesys

May 2025 – Current

Indianapolis, IN

- Working on web-integration app for Fortune 100 companies to take advantage of Genesys technologies using JavaScript, Vue, and good software practices
- Given project to re-design UX component used by a majority of customers & services

Software Engineer Intern

State Farm

Jun 2022 – Aug 2023

Bloomington, IL

- Managed and 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
- Worked closely with Adobe consultants to migrate to Adobe Workfront

Media Intern

First Baptist Church

Jan 2021 – May 2022

Bloomington, IL

- 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 things like wait time, hourly capacity, capacity utilization, and managing block zones with ride controls.
- 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 & 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

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