

## **Evan DePosit**

Portland, OR

ejdeposit@gmail.com • (503) 799 - 6585

evandeposit.com • github.com/ejdeposit

linkedin.com/in/evan-deposit

**LANGUAGES:** Python, JavaScript, Java, CSS, HTML5, SQL, C, Bash, Haskell

**SKILLS:** Git, Google Cloud Platform, Linux, NoSQL, MongoDB, Parse, Maven, Pandas

### **EDUCATION**

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**Master of Science in Computer Science**, GPA: 3.98 **2020**

Portland State University, Portland, OR

**Master of Arts in Teaching**, GPA: 4.0 **2012**

Lewis & Clark College, Portland, OR

**Bachelor of Science in Biology**, GPA: 3.75 **2008**

University of Oregon, Eugene, OR

### **WORK EXPERIENCE**

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**Full Stack Developer Intern** **June 2020 - Sep. 2020**

*Pixameter, Beaverton, OR*

- Developed features allowing patients to share personal information with their medical providers in a telemedicine web application using Node.js and MongoDB.
- Designed and implemented a service, utilizing Google Cloud API's, to allow users to find nearby pharmacies.
- Improved the existing code-base by introducing Bootstrap grid to achieve responsive design.
- Translated high-level requirements and customer needs into reliable and intuitive functionality.

**Science Teacher** **Aug. 2012 - June 2018**

*Liberty High School, Hillsboro, OR, Aug. 2014 - June 2018*

*Westview High School, Beaverton, OR, Jan. 2014 - June 2014*

*JW Poynter Middle School, Hillsboro, OR, Sep. 2013 - Dec. 2013*

*Liberty High School, Hillsboro, OR, Aug. 2012 - June 2013*

- Balanced the demand of planning and teaching multiple subjects while adhering to different project schedules simultaneously.
- Led and designed staff development lessons to teach best practices to other teachers within the school and newly hired teachers in the district.

### **ADDITIONAL PROJECTS**

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- Utilized test-driven development and object oriented design principals into the construction of an Android appointment book application in Java.
- Developed a dashboard application in JavaScript for comparing Covid infections between states using the Covid Tracking Project RESTful API.
- Created a Flask web application on Google Cloud's App Engine using the Vision API to automatically generate accessible HMTL image tags for uploaded photos.
- Collaborated with a team in Agile Sprints and created an AI player program in Java to compete in the 2020 MIT Battlecode tournament.