

Evan C. Kelch

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Columbus, OH

Education

Purdue University, West Lafayette, IN

Aug 2017 - May 2022

Bachelor of Science – Planetary Science, GPA: 3.19/4.00

Languages & Frameworks

Java, Typescript, React, Angular, Svelte, C, Git, Oracle SQL, MongoDB, Godot

Career

JP Morgan Chase, Software Engineer II

Dec 2022 - Current

- Collaborate with project owners, UX, and developers to accommodate all project requirements
- Independently contribute fullstack features and continuously integrate them into the project
- Practice agile philosophy to adapt to changing requirements and prioritization of key items

Work Projects

Legal Ease Java/React/Typescript/MongoDB

March 2024 - Current

- Implement and extend React libraries to create draggable & resizable containers for app content
- Host variety of firm and vendor apps communicating via module federation and iframe
- Create REST endpoints and services unit tested with JUnit & Mockito

Signing Authority Java/Angular/Typescript/SQL

Dec 2022 - March 2024

- Automate mapping of signing authority based on LLM processed legal documents
- Create admin tools for manual review, editing, or rejecting rules prior to final approval
- Implement AgGrid to display large sets of user-interactive data sets with custom renderers

Personal Projects

Carplay C/SDL2

December 2024 - January 2025

- Render custom 2D graphical interface and handle user input to sort, paginate, select songs, play/pause, adjust volume, and set user config such as font, font size, and colors
- Implement lists, hashmaps, and other data structures required for cataloguing and sorting songs
- Perform OS & hardware cross-compatible syscalls to read and categorize input files

evankel.ch Svelte/Typescript

October 2024 - Current

- Develop personal SPA with routing and reusable components with SvelteKit
- Configure Cloudflare hosting of app automatically deployed on pushes with Git hooks

Code for a Cause Game Jam Godot/GDScript

February 2025 - March 2025

- Independently create 2D game using the Godot game engine in one week charity competition
- Manipulate physics and collision calculations based on user interactions