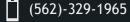
EVAN EVERS

Game Programmer

I'm a versatile software developer with a passion for game programming. I recently completed a challenging and rewarding game development internship with IndieCade. I graduated '24 from Biola University with a Bachelor's in Computer Science, Cum Laude. I love helping people bring their ideas to life.



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Aztec, NM, United States

https://www.linkedin.com/in/evan-evers-17a9a7252/ https://evan-evers.github.io/



EDUCATION

Biola University

Bachelor's in Computer Science, Cum Laude Spring 2021-Spring 2024

Relevant coursework:

- Artificial Intelligence
- Calculus I, II and III
- · Linear Algebra and Linear Algebra II
- · Computer Organization and Assembly Language
- · Software Engineering
- Theory of Algorithms
- Programming Languages
- · User Interface Design and Programming
- Operating Systems
- Operations Research
- Computer Communications
- Discrete Structures
- Robotics 1
- **Data Structures**
- · Intro to Programming
- Database Management
- Intro to Probability and Stats

Dean's list 4 semesters.

Palomar College

Completed 38 credits' worth of courses.

Fall 2019-Fall 2020

GPA: 3.74

Dean's list all semesters.

VOLUNTEER EXPERIENCE

Biola Computer Science Club President Fall 2023-Spring 2024

- Held weekly meetings that covered important coding skills, such as writing readable code and using breakpoints in an IDE
- Supervised timed, team-based LeetCode problem-solving sessions, explaining optimal answers afterwards

WORK EXPERIENCE

Administrative Assistant / Bookkeeper AG Solutions, Sep 2024-Present Game Design Intern

IndieCade, June 2024-July 2024

- Developed a polished, fully playable game within 5 weeks in a team of 6 other interns
- Designed architecture for all core game functionality and implemented it using Unreal Engine, C++ and Blueprints
- Assisted designers with scripting and UI, exposing functionality and writing related documentation

Library Reception Desk Assistant Biola University, May 2023-May 2024 **Library Circulation Assistant** Biola University, May 2022-May 2023

TECHNICAL SKILLS

Unreal Engine, Godot, SDL, Visual Studio, Visual Studio Code, SQL, VirtualBox, Git, GitHub, GitHub Desktop, SDLC, Waterfall, Agile SCRUM, Multithreading, Linux

Programming Languages C, C++, Python, MySQL, HTML, CSS

Mathematics

Calculus, Linear Algebra, Boolean Algebra, First-Order Logic

PROJECTS

Crate Buster

Designed a game engine and videogame using C and SDL, implementing all programming, art, sound and design myself