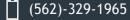
# **EVAN EVERS**

### **Computer Scientist**

I'm a software developer with a focus on backend. I recently completed a game development internship with IndieCade. I graduated '24 from Biola University with a Bachelor's in Computer Science, Cum Laude. I have skills in C++, SDLC, Unreal Engine, and Python. I love helping people bring their ideas to life.



evers.evan@gmail.com





Aztec, NM, United States



https://evan-evers.github.io/



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

## **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, providing optimal answers afterwards

## **WORK EXPERIENCE**

#### Game Design Intern

IndieCade, June 2024-July 2024

- Developed a polished, fully playable game within 5 weeks as part of a team
- Wrote and designed architecture for all core game functionality using C++ and **Unreal Engine**
- Assisted designers with scripting and UI by exposing core functionality, writing documentation, and helping write scripts and UI when needed

Library Reception Desk Assistant Biola University, May 2023-May 2024 **Library Circulation Assistant** Biola University, May 2022-May 2023 Cafe Student Worker Biola University, Oct 2021 - May 2022

# TECHNICAL SKILLS

#### **Tools**

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

#### **Programming Languages**

C, C++, Python, SQL

#### **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