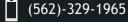# EVAN EVERS (He/Him)

Game Programmer

I'm a versatile programmer looking for a role in game development. I'm a recent graduate with internship experience in game and systems programming. I've also created my own game engine from scratch using C & SDL. I love helping people bring their ideas to life.

✉ evers.evan@gmail.com 📱 (562)-329-1965 📍 Aztec, NM, United States

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

TECHNICAL SKILLS

Programming Languages
Proficient in: C++, C, Blueprints
Familiar with: GDScript, Python, SQL

IDEs
Visual Studio, Visual Studio Code

Game Engines
Unreal Engine, Self-Built Engine (C, SDL), Godot

Source Control Systems
Git with Github Desktop and Github

WORK EXPERIENCE

Game Design Intern
IndieCade, June 2024-July 2024
At Least I'm Rich
- **Languages & Libraries: C++, Blueprint**
- **Game Engine: UE5**

- Designed and implemented player, board and card systems for a turn-based card game
- Worked in a 7-person mixed-discipline team to implement features that met the needs of programmers, game designers, artists, our UI Designer, and our Composer/Sound Designer
- Assisted team with setting up and using source control

PERSONAL PROJECTS

Crate Buster
- **Languages & Libraries: C, SDL**
- **Game Engine: Self-Built**

- Created a game engine for a 2D shoot-em-up from scratch using C and SDL
- Programmed core game loop, input system, sprite interface, sound interface, collision system and UI system
- Integrated a third-party JSON parser into the engine

SCHOOL PROJECTS

Jolly Roger Rampage
- **Languages & Libraries: GDScript**
- **Game Engine: Godot**

- Developed JSON data architecture for storage and playback of vertically-scrolling shoot 'em up levels
- Worked in a 4-person team of programmers to integrate level system with existing game objects
- Programmed a save system which used SQLite to store user preferences and highscores
- Integrated third-party godot-sqlite plugin into Godot engine

AWARDS

- Top Overall for *At Least I'm Rich* - IndieCade Climate Jam 2024

EDUCATION

Biola University
Bachelor's in Computer Science, Cum Laude
Spring 2021-Spring 2024
GPA: 3.61
Dean's list 4 semesters.

Palomar College
Completed 38 credits' worth of courses.
Fall 2019-Fall 2020
Dean's list all semesters.

VOLUNTEER EXPERIENCE

Biola Computer Science Club President
Fall 2023-Spring 2024