

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.



✉ evers.evan@gmail.com

📞 (562)-329-1965

📍 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

Tools

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