

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++, SDL, Unreal Engine, and Python. I love helping people bring their ideas to life.



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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, SDL, 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