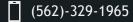# EVAN EVERS

## Computer Scientist

Aspiring software developer. Recently graduated from Biola University with a Bachelor's in Computer Science. Skills in C++, Python, SDLC, Calculus, Linear Algebra, and Object-Oriented Programming. I'm passionate about building software that's efficient, flexible and maintainable.

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

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

## 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 in a team of 6 other interns
- 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

**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