Evan Gerard Deist

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Education

B.S. in Computer Science **University of Maryland, College Park** **Aug 2019 - May 2023**

- GPA: 3.76
- Coursework: Algorithms, Data Structures, Linear Algebra, Handheld Programming, Computer Graphics, Game Programming, Computational Game Theory, Human-Computer Interaction, Data Science, Cryptography, Applied Cybersecurity, Digital Forensics
- Upper-Level Concentration in Studio Art

Experience

Unity Developer **Fire Protection Engineering Dept - College Park, MD** **Mar 2022 - Sept 2022**

- Created a virtual warehouse to help Fire Protection Engineering students learn the components and proper usage of fire protection systems
- Produced various 3D models of valves, hoses, pipes, and other components, and wrote C# programs to simulate their real-world functions

Software Engineering Intern **Inky Technology - College Park, MD** **June 2021 - Sept 2021**

- Developed an Outlook extension that displayed a warning banner over mail flagged as suspicious
- Set up a testing framework in Cypress for testing new features on an internal site

DevOps Intern **Inky Technology - College Park, MD** **June 2020 - Sept 2020**

- Learned to use HTTP requests and work with containers
- Wrote bash scripts to automatically run a suite of tests on all microservices
- Automated the logging of microservice test results to DataDog for analysis

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Skills

Operating Systems: Windows, macOS, Unix
Languages: Python, Java, C#, C, Swift, Rust, Bash, Ruby, JavaScript, OCaml, HTML/CSS
Technologies: GitHub, Unity, Godot, Adobe Creative Cloud, Maya, Fusion, Arduino, Processing
Jupyter Notebooks, XCode, Datadog, Cypress, Docker

Projects

GyroFighter

- Designed and developed Asteroids-like iOS game where player controls a ship by tilting their phone
- Utilized the accelerometer and touchscreen in Apple devices for fluid, intuitive controls
- Implemented game physics, object collisions, and a persistent high-score system

Pac-Man Remake

- Recreated the classic arcade game from the ground-up in the Godot engine
- Studied and implemented the controls, tile-based map system, enemy AI, and even glitches of the original game for a more faithful remake

Interactive Heat Map

- Built an interactive heat map of arrest rates by district in Washington D.C. using Jupyter Notebook and several key data science packages such as pandas, folium, and matplotlib
- Wrote a Jupyter Notebook which processes and communicates all relevant data
- Gathered GeoJSON data of each district to create accurate district shapes for the clickable areas

Honey Pot Project

- Created honeypot containers, posing as school directories, for the purpose of studying attacker behavior
- Containers could log password attempts, commands, and filesystem changes, and other statistics
- Wrote scripts to automatically “recycle” containers and re-instantiate them with new parameters