

Evan Snyder

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SUMMARY

As a Senior Software Engineer with a decade of experience, I specialize in cybersecurity software engineering and satellite integration. In Vertex School's game development program, I am honing my skills in Unreal Engine 5 and preparing for a transition to Game Development. Driven by a passion for solving complex challenges and crafting high-quality and robust products, I bring a self-motivated spirit and proven success in collaborative settings to my goal of creating immersive and innovative gaming worlds that offer unique experiences to players.

EXPERIENCE

Senior Software Engineer | Tomorrow.io

March 2022 - Present

- Leads a team of 5 members in the implementation of new and challenging features such as multi-threading and network-based inter-process communication using TCP and UDP sockets.
- Develops performance critical software with C++ to support fast, asynchronous operations between several components and a variety of technologies.
- Engages with stakeholders to identify features and requirements, creates relevant tickets, and delegates tasks to team members.
- Leverages React and TypeScript to build rich, reliable user interfaces that deliver a pleasant user experience to our customers.
- Facilitates team growth through monthly educational sessions and team building exercises.

Cyber Security Software Engineer | MITRE Corporation

June 2019 - March 2022

- Maintained ownership of the design and implementation of complex systems for obfuscating source code using Python3 and a proprietary Machine Learning model based on Genetic Algorithms using the DEAP Project.
- Recognized for excellence in the development of novel code diversity techniques.
- Refactored existing Python code while implementing SOLID principles which reduced technical debt by 85%.
- Engineered and maintained custom LLVM plugins using C++ to support compile-time instruction replacement and code obfuscation enabling users to generate distinct binaries quickly and easily.
- Developed and delivered a custom, Clang-based compiler with C++ that produces applications resistant to common attacks against embedded applications and demonstrates significant resilience against side-channel analysis attacks.

Cryptologic Network Warfare Specialist | U.S. Army

August 2014 - May 2019

- Executed computer network operations against foreign adversaries' information systems and networks while assigned to the National Security Agency to support national defense initiatives.
- Developed advanced software applications for network exploitation and navigation, tactical forensic analysis, and intelligence collection.

EDUCATION

Game Development, Vertex School

September 2023 - Present

Master of Science in Software Engineering, Regis University

May 2022

Bachelor of Science in Computer Science, Regis University

May 2021

CERTIFICATIONS

DevOps Engineering, Regis University

May 2022

Enterprise Java Development, Regis University

May 2022

SKILLS

C++, Python, Unreal Engine 5, Blueprints, Git, Network Programming, Linux, Agile, Multithreading, Software Architecture