Evan Finnigan

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Education

The University of Western Ontario
Bachelor of Science, 4 Year Program
- **Specialization in Computer Science**
- **Minor in Game Development**

Work Experience

Instructor – Real Programming 4 Kids (Oct. 2018 – Feb. 2019)
Taught math & programming to students between grade 2 and grade 10. I was able to help students understand concepts from linear algebra and beyond, and we applied those concepts to the fun and creative task of making games.
While instructing at RP4K, I taught the following courses:
- A Beginner+ level course taught using Visual Basic
- An Intermediate level course using Java
- An Intermediate+ level course using C#

Game Programming Intern – Big Blue Bubble (May 2016 – Sept. 2017)
At Big Blue Bubble I helped maintain existing software, created new software and features, and wrote technical documentation to aid others in the future maintenance of my contributions to the codebase. I wrote code in Java, C++, C#, Objective-C, and worked with Gradle for the Android build system, as well as bash scripts. I worked with several technologies, including Visual Studio, SVN, Unity, Jira, Bamboo, and Confluence.

During my internship I contributed to the following projects:
- My Singing Monsters
  - Updated custom android build system from using Ant to Gradle
  - Implemented various bug fixes
  - Implemented screen recording feature for Android and iOS
- My Singing Monsters: Official Guide
  - Performed data migrations using assets from other projects
  - Built responsive user interfaces for displaying complex information to users
  - Used SQL database to populate UIs with information
  - Implemented the majority of features in this application
  - Released first public build to iOS and Android app stores
- Home Arcade
  - Helped to build *Railroaded* game
  - Implemented menus and parallax scrolling background
- Concert Kings
  - Built a modular achievement system for the game, allowing players to recieve rewards for completing tasks
  - Achievement system allowed for sending new achievements or "daily quests" to users without updating the application
  - Built UI for the achievement system
  - Experimented with dynamic cloth simulation in Unity for character clothing

Certifications

Nonviolent Crisis Intervention	Crisis Prevention Institute	15/06/2019
ACCT Level 1 - Full	Adventureworks! Assoc. Inc.	26/05/2019
Mental Health First Aid Training	Mental Health First Aid Canada	31/03/2019
Standard First Aid & CPR C	Canadian Red Cross	15/06/2018
Ontario Driver's licence, Class G	Service Ontario	14/01/2016

References Available Upon Request   More information about projects & experience at **evanfinnigan.com**