

Evan Goertzen

evan.goertzen@gmail.com, (970) 567-8247

evangoertzen.com

Education:

California State University-Chico

Chico, California

College of Engineering, Computer Science, & Construction Management

August 2021 - Present

- Bachelor of Science in Computer Science
- Expected graduation: Spring 2025
- Cumulative GPA: 4.0, Honors Student

Skills:

Tools/OS/Frameworks:

Django, Angular, Linux, Windows, Git/GitHub, Bitbucket, Amazon Web Services, Google Cloud Platform

Languages:

C, C++, C#, Java, Javascript, Typescript, Python, Go, HTML, CSS, Oracle SQL, SQL Server, ARM Assembly

Courses:

AWS Cloud Practitioner Course - A Cloud Guru, 3-day Intermediate Angular training at LLNL

Experience:

Co-op - Lawrence Livermore National Laboratory

June 2023-December 2023

- 7-month full-time software developer
- Worked with a team of engineers on full-stack development
 - Develop and upgraded radiation and contamination test tracking software
 - Angular, Play framework, SQL Server, Java, Javascript, Typescript, HTML, CSS, Bitbucket source control

Internship - E&J Gallo Winery

June 2022 - August 2022

- Information Security Team
- Built automated penetration testing project from scratch using Python
 - SQLMap, Sublist3r, Have I Been Pwned API, DirBuster, Sub404, Integrated with AWS - Lambda, SQS, DynamoDB, EC2
 - Runs automatically every quarter and sends results to Information Security Team

Association for Computing Machinery

January 2022 - Present

- Treasurer since April 2022
 - Facilitate all club transactions and keep the club in good standing with the university
- Host and compete in programming challenges and hackathons

Upsilon Pi Epsilon (UPE) - Computer Science Honors Society

March 2022 - Present

- Communications manager since November 2022
 - Outreach to new members and professors, Advertise events and meetings
- Host various events for the Computer Science department and run mentorship program

Usr0 - Information Security Club

December 2021 - Present

- Cybersecurity education
- Guest speakers from the industry
- Compete in hacking competitions

Personal Projects:

Hackathon Project 2023 - Internet Packet Mapping

- Worked with a team of students to build a mobile app that maps how packets travel across the internet
- Used Python, Kotlin, Git, and Android Studio

Hackathon Project 2022 - Interpersonal Skills Trainer

- Worked with a team of students to create a training program to develop interpersonal skills
- Used C++ and Git to collaborate with the group

Financial Planner

- Created Python scripts to determine optimal combination of financial planning strategies
- Source code can be found on my Github