

# Evan Hiroshige

**Contact:** hiroshige.e@husky.neu.edu | 971.832.1151 | 700 Columbus Ave #5160, Boston, MA 02120

**Online:** evanhiroshige.com | linkedin.com/in/evanhiroshige | github.com/evanhiroshige

**Available:** January 2019 – June 2019

## Education

---

### Northeastern University

College of Computer and Information Science

Candidate for Bachelor of Science in Computer Science and Mathematics, 2021

Coursework:

- Fundamentals of Computer Science 1 (**Racket**), Fundamentals of Computer Science 2 (**Java**), Discrete Structures, Logic and Computation, Linear Algebra, Differential Equations
- *In Progress:* Object-Oriented Design (**Java**), Algorithms and Data

Honors:

- Dean's List

### Oregon Episcopal School

High School Diploma, 2017

Activities: Varsity Lacrosse Team, Senior Leader on Yearbook Committee, Volunteer Video Editor for Local Soup Kitchen, Junior Varsity Soccer Team

**Boston, Massachusetts**

*September 2017 – Present*

**GPA: 3.87 / 4.0**

**Portland, Oregon**

*September 2013 – June 2017*

## Computer Knowledge

---

**Languages:** Java, C#, Racket | *Familiar with* MATLAB, Python

**Other:** Unity, Google ARCore

## Work Experience

---

### Mentor Graphics, A Siemens Business

*Software Development Intern | Context System Design Management Team*

**Wilsonville, Oregon**

*May 2018 – August 2018*

- Created multiplayer Android augmented reality applications. (**C#, Unity, and Google ARCore**)
- Built an application to market and showcase Context data in augmented reality.
- Created app allowing users to search through classes and view related data in a graph in AR.
- Presented projects and learning outcomes to managers and other interns at end of internship.

## Research

---

### ReGame-VR Lab

Northeastern University Bouvé College of Health Sciences

*Volunteer Researcher*

**Boston, Massachusetts**

*September 2018 – Present*

- Began development of augmented reality application to help physical therapy students learn about human anatomy. (**C#, Unity, Microsoft HoloLens**)

## Projects

---

### Wisp Tower Defense

*September 2018 - Present*

- Collaborated as part of team of three on tower defense game. (**C#, Unity**)
- Implemented profiles, load and save functionality, and level editor menu.

### Personal Website

- Built personal website. (**Bootstrap, HTML, and CSS**)

### Estimating Functions

- Approximates and plots functions using Euler's, Runge-Kutta, Adam Bashforth methods. (**Python**)

## Interests

---

Cooking and Baking | Playing Basketball and Lacrosse

References available upon request