Griffin Evans

Computer Programmer

Contact:
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https://www.betweenzeroand.one

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Skills

Programming Languages:
C/C++, Java, Python, JavaScript, Swift, BASH, C#, HTML/CSS
Development Environments and Tools:
Linux/Unix, Git, Windows, macOS, Android Studio, Xcode, Agile/Scrum
Frameworks/Systems:
Node.js, React, Next.js, AWS, Azure, Postman, SoapUI, Splunk

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Experience

Mayo Clinic / IT Intern
July 2022 – January 2023
- Developed patient-facing web applications using C#
- Collaborated with senior developers in agile/scrum environment
- Tested & developed APIs with SoapUI and Postman

Santa Cruz Seaside Company / Cash Control
April 2022 – June 2022
- Worked as part of a team to distribute, collect and manage cash.

Santa Cruz Seaside Company / Games Inventory
May 2021 – August 2021
- Handled all aspects of inventory management including deliveries, pricing, stocking, training new employees, and covering games.

Santa Cruz Seaside Company / Game Operator
May 2019 – August 2019
- Monitored & enforced rules for each arcade, game, and attraction.

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Projects

Personal Website / betweenzeroand.one
Developed a personal website to learn full-stack and web development. Features include light/dark mode theme toggle and mobile-friendly front-end. Created with JavaScript, Node.js, React, and hosted on AWS.

CruzCheck / github.com/CruzCheck
During a 24-hour hackathon, managed and contributed to development of mock-up for cloud-hosted medical records. Project scope was an Android app for clients, web server for data storage & delivery, and GUI for healthcare providers to request and view data.

Geordi Player / github.com/griffinevans/geordi
Developed a music player app to read and write custom ID3 metadata provided by MusicBrainz API. Included broadcast fragment with full player control

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Education

San Francisco State University / B.S. Computer Science
Fall 2022 – Spring 2024
Cabrillo College / Computer Science
Fall 2017 – Spring 2022
Completed GED in 2019, began undergraduate studies fall of same year. Transferred to SFSU as a junior. Technical classes include algorithms, data structures, assembly language, set theory, & linear algebra