

Griffin Evans

Computer Programmer

Skills

Contact:
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Projects

Programming Languages:

C/C++, Java, Python, JavaScript, Swift, BASH, Assembly Language

Frameworks/Systems:

Node.js, React, Android Studio, Xcode, AWS, Git, HTML/CSS

Windows/MacOS/Linux development

Personal Website

Jan 2022 - Present

Developed a personal website to familiarize myself with 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

Jan 2022

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

Summer 2020

Developed a music player app to read and write custom ID3 metadata provided by MusicBrainz API. Included broadcast fragment with full player control.

Education

San Francisco State University / Computer Science

Fall 2022 - Spring 2024

Cabrillo College / GED & Undergraduate Studies

Fall 2017 - Present

Completed GED in 2019, began undergraduate studies that fall. Transferring to SF State as a junior in Fall 2022 to complete B.S. in Computer Science. Passed technical classes including algorithms, data structures, assembly language, & linear algebra.

Work Experience

Santa Cruz Seaside Company / Cash Control

April 2022 - Present

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 game locations.

Santa Cruz Seaside Company / Game Operator

May 2019 - August 2019

Monitored and enforced rules for each arcade, game, and attraction.