Griffin Evans
Computer Programmer

Contact:
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Skills

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

Projects

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
As part of a 24-hour hackathon, managed and contributed to development of mock-up for medical data storage service. 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 control 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.