

Griffin Evans

Computer Programmer

Skills

Experience

Education

Achievements

Contact:
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Programming Languages:

C/C++, Java, Python, Javascript, Swift, BASH scripting, Assembly

Frameworks/Systems:

Node.js, React, Android Studio, Xcode, Git, Microsoft Office

Windows/MacOS/Linux development

Santa Cruz Seaside Company / Games Inventory Staff

June 2021 – August 2021

Handled all aspects of inventory management including

- Receiving deliveries, including paperwork
- Unpacking and organizing the warehouse
- Pricing, stocking, and covering game locations

Coordinated and organized team members to handle a wide variety of responsibilities including training new employees, while providing the highest level of customer service.

Santa Cruz Seaside Company / Game Operator

June 2019 – October 2019

Monitored and enforced rules for each arcade game and attraction. Primarily responsible for assisting guests, answering questions, & providing excellent customer service.

Cabrillo College / Computer Science

July 2017 – Present

Earned 60+ credits. Transferring to SF State in Fall 2022 to complete B.S. in Computer Science. Passed technical classes including algorithms, data structures, assembly language, & linear algebra.

Santa Cruz High

2015 – 2017

- Developed a music app for Android with broadcast support
- Developed a sample website with node.js and React
- Participated in CruzHacks 2022.
- Participated in Advent of Code 2021.