

Griffin Evans

Computer Programmer

Contact:

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<https://www.betweenzeroand.one>

Skills

Programming Languages:

C, C++, Java, Python, JavaScript, Swift, BASH, C#, HTML, CSS

Development Environments and Tools:

Linux/Unix, Windows, macOS, Git, Android Studio, Xcode, Agile, Scrum

Software Systems & Frameworks:

Node.js, React, Next.js, AWS, Azure, Postman, SoapUI, Splunk, SQL

Experience

Mayo Clinic / Software Engineer Intern

July 2022 – January 2023

- Developed patient-facing web applications using C#
- Overhauled COVID-19 testing webapps to ensure compliance with latest CDC guidelines
- Developed APIs to integrate Mayo webapps with internal EMR
- Collaborated with senior developers in agile/scrum environment
- Assisted with release management for major rollouts

Santa Cruz Seaside Company / Cash Control

April 2022 – June 2022

Santa Cruz Seaside Company / Games Inventory

May 2021 – August 2021

Santa Cruz Seaside Company / Game Operator

May 2019 – August 2019

Projects

Personal Website / [betweenzeroand.one](https://www.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

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