

Griffin Evans

Computer Programmer

Skills

Contact:

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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

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.

Projects

Personal Website / [betweenzeroand.one](#)

Jan 2022 – Present

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

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 / github.com/griffinevans/geordi

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 / Computer Science

Fall 2017 – Present

Completed GED in 2019, began undergraduate studies fall of same year. Transferring to San Francisco State University as a junior in Fall 2022 to complete B.S. in Computer Science. Technical classes include algorithms, data structures, assembly language, set theory, & linear algebra.