Griffin Evans

Computer Programmer

Contact:

(831) 359-3866

griffinevans@protonmail.com linkedin.com/in/griffinrevans https://www.betweenzeroand.one

Skills

Programming Languages:

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

Frameworks/Systems:

Node.js, React, Android Studio, Xcode, AWS, Git, HTML/CSS Windows/MacOS/Linux development

Experience

Mayo Clinic / IT Intern

July 2022 - January 2023

- Developed patient-facing web and mobile apps using C#
- Collaborated with senior developers in agile scrum environment

Santa Cruz Seaside Company / Cash Control

April 2022 - June 2022

• 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 games.

Santa Cruz Seaside Company / Game Operator

May 2019 - August 2019

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

Projects

Personal Website / betweenzeroand.one

Developed a personal website to learn full-stack and web development. Features include light/dark mode theme toggle and mobile-friendly frontend. 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