

# EVAN NEWMAN-CHOCK

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## PROFESSIONAL SUMMARY

Solution oriented developer with an educational background focused on building and maintaining software and website applications. Highly skilled in communication, education, and collaboration.

## CORE SKILLS

C#, Python, Javascript, REST API, REACT, CSS, DART, SQL and NoSQL Databases

## EDUCATION

**Atlas - Full Stack Web Development | January 2023 - Aug 2024 / Tulsa, OK**

- Created and maintained web services, websites, and web-based projects
- Wrote well-designed and efficient code by using the best software development practices

**OCU - 3D Design and Animation | Feb 2016 - Aug 2020 / Edmond, OK**

Created models, animations, and textures using industry best practices and the newest technologies available

## WORK EXPERIENCE

**2019 - 2022 | LoveWorks Real Tech LLC. - Lead Designer**

3D Modeling and Animation Production Team Lead and Educator

- Design of production work-pipeline, leading its introduction and implementation
- Creation of digital assets and animated characters for the Augmented Reality fashion product, Wristworld©
- Taught a 3D design and animation curriculum that exceeded needs
- Rendered and staged promotional material

## TECHNICAL PROJECTS

**ChatApp - [github.com/CaramonH/Whims](https://github.com/CaramonH/Whims)**

- A secure messaging system capable of instant communications between users.
- Integration of email/password authentication.
- Scalable and compact storage and caching systems.

**Whims - [github.com/CaramonH/Whims](https://github.com/CaramonH/Whims)**

- A group activity planning board that stores user created 'Whims' within a protected Firebase backend, including title, date, activity, and locational data.
- Allows the creation of personal accounts and user populated groups that can be granted access via invitation.
- Implements sophisticated caching and data storage techniques to reduce the amount of strain on the hosting server.

**Spac eBar - [github.com/gumquat/space\\_bar](https://github.com/gumquat/space_bar)**

- Executes ETL (Extract, Transform, Load) from data sourced from peers and randomly generated content, and stores it on a self-made and hosted PostgreSQL server
- Displays the data in a visually pleasing and ergonomic 'drinks menu' format, that the user can interact with via button-queries to narrow their choices to select drinks
- Implements the caching of requested data, back-end authentication access to the API, comprehensive logging, and Sphinx documentation

**Smile School - [github.com/gumquat/EvanN-smileSchool.io](https://github.com/gumquat/EvanN-smileSchool.io)**

- Developed a front end from scratch with given images, completely made with HTML and CSS, meeting with strict visual accessibility requirements