

(Education)

Hampshire College | B.A. Computer Science and Cognitive Science, expected Winter 2016

Relevant Coursework: Software Engineering, Algorithms, Search Engines, Statistical Learning, Database-Driven Website Design, Data Structures, Affective Computing, Mobile Computing, Interdisciplinary Game Studio, How People Learn, Human-Computer Interaction, Human Information Processing

(Skills)

Languages

Java • C# • Swift • Python • Ruby • R • Obj-C • SQL • HTML5 • Bootstrap

Tools

Xcode • Eclipse • IntelliJ • Android Studio • Shell • Rails • Git • MongoDB • MySQL • R Studio • Unity • Adobe CC • FCPX

Areas of Expertise

Software Engineering • UX Design • Data Analysis • QA • TDD • User Testing • Game Design

(Experience)

KAYAK | Search Engineering Intern

Concord, MA | *Current*

- Improving internal search tools, tracking and correcting causes of booking inaccuracies, implementing new search functionality and tools for data visualization. Primarily coding in Java.

AlliHealth | App Developer

Concord, MA | *Current*

- Coding beta of a first-aid mobile app for a Hampshire-funded start-up. Designing a usable and clear UI appropriate for high-stress scenarios. [Link: AlliHealth.com](http://AlliHealth.com)

Intent Watch Co. | App Developer & UX Designer

Northampton, MA | *Dec. '15 - May '16*

- Designing and coding an iOS habit tracker app, emphasizing a balanced lifestyle. [Link: IntentWatch.com](http://IntentWatch.com)

iD Programming Academy | Instructor

Cambridge, MA | *Summer '15*

- Prepared daily lesson plans; supervised and supported programming students; taught Swift 1.2, Xcode, Android Studio, and mobile development concepts to classes of 8 teens for four two-week sessions.

The Indus Entrepreneurs, Boston | Digital Media Intern

Cambridge, MA | *Summers '12 - '14*

- Transcribed audio lectures; edited video lectures and created promotional media via Final Cut Pro for website and social media.

HitPoint Studios | Quality Assurance Intern

Springfield, MA | *Fall '13*

- QA for games including *Seaside Hideaway*, *Fablewood*, *Jane Austen Unbound*, *Disney Fairies*, *PvZ iOS*.

(Selected Projects)

Senior Capstone Project: Pragmatic Game Development | *Current*

- Creative director, lead programmer, and project manager for a strategy game which has just began development. Design features telemetric user data collection for balance analysis.

Quarterback Injury Risk Estimation | *Fall 2015*

- Generated a predictive model for assessing percent likelihood of NFL QB injury in a given season using best subset selection, linear regression, and web scraping for data collection. Data was processed using R Studio.

Genius Search | *Fall 2015*

- Designed and wrote a search engine for identifying songs containing a partial sequential match with a text query in a lyric database scraped from genius.com. Written in Python. [Link: github.com/evasnyder/search_final](https://github.com/evasnyder/search_final)

Dino Fight | *Spring 2015*

- Lead designer and programmer of a reinterpretation of a fighting game. Conceptualized the idea; recruited and managed a team of 6. Production via Unity. Released on Google Play Store. [Link: https://goo.gl/fKEjAg](https://goo.gl/fKEjAg)

Word Snack | *Fall 2014*

- Game designer, co-producer, and QA on a 32-person development team for an iOS/Android word game, currently published on both platforms. [Link: WordSnack.net](http://WordSnack.net)