

Evan G. Brown

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Education:

East Carolina University College of Engineering and Technology, Greenville, NC May 2023

Bachelor of Science in Computer Science

- 4-Credit Game Development certificate from ECU

Technical Expertise:

- **Programming Languages:** Python at a proficient level, HTML, CSS, Java, Kotlin, Git at an intermediate level, SQL, C++, C#, Haskell, Prolog at a beginner level
- **Programming Concepts:** Object oriented programming, design and analysis of algorithms, information retrieval, natural language processing, full-stack
- **MS Office:** Word, PowerPoint, Excel, Teams
- **CI/CD:** GitHub, GitLab, Bitbucket
- **Design:** Photoshop, Illustrator, Premiere Pro
- **Unity:** 2D and 3D game development scripting
- **Operating Systems:** Windows 10 and 11, Macintosh OS

Experience:

Enact (Former Genworth MI), Raleigh, NC

June 2022

IT Innovation and Automation Intern

-August 2022

- Worked on application-based programming using Python to automate other departmental tasks
- Presented bi-weekly meetings centered on innovation of current tools and progress on the creation of applications
- Participated on a group case study on Gen Z talent recruitment and retainment to present to the company

Pirate Techs ECU, Greenville, NC

February 2021

Student Help Desk Administrator

-Current

- Answered 10 - 20 tickets from students and staff with walk-in issues of software and hardware daily.
- Diagnosed and solve problems with all types of laptop and phone devices
- Troubleshooted ECU systems such as network problems and student account issues
- Handled large groups of similar issues on various types of devices alone
- Worked with ECU ITCS faculty using their ticketing system to handle other staff device problems

Honors and Activities:

December 2018

Awarded Eagle Scout Rank from BSA