Thomas L Evans

tlevans@g.cofc.edu 8438605711

https://www.linkedin.com/in/tom-evans-46ba187a http://thomaslevans.github.io/

Professional Summary

As a software engineer in the beginning of my career, I strive to constantly improve my skills and expand my knowledge. Extremely adaptable, I pickup new patterns and technologies quickly while always keeping best practices in mind. My ideal position will constantly challenge me to learn more and grow further as an engineer. In the near future I plan on continuing my education by pursuing a master's degree.

Experience

Software Engineer

{SAW} Software Mill, Asheville, NC, June '15 - Present

As the team second of a SCRUM team I am responsible for supporting my lead. This includes tasks like directing code reviews, performing QA, and designing architecture specifications. As an engineer my duties encompassed the design and creation of native and non-native mobile applications, REST API's, and microservices.

Software Engineer Intern

Medical University of South Carolina - BMIC, Charleston, SC, December '14 - June '15

During my internship with the Biomedical Informatics Center at MUSC I was tasked with creating a visualization dashboard for viewing research metadata exposed to the Open Linked Data community. This full remote position allowed me to hone my ability to prioritize and work independently.

Software Engineer Intern - QA

College of Charleston - CIRDLES, Charleston, SC, January '15 - May '15

As an intern in the undergrad research lab CIRDLES I filled a QA role for the open source project Topsoil. Some of my contributions include added test coverage, more effective test and build tools, and lowering the penetration barrier for future contributors.

Projects

Translational Science Dashboad

A visualization dashboard for correlating research publication metadata, this tool leverages MUSC's participation in the Open Linked Data community. As the principal engineer of the project I designed and implemented the components of the dashboard based on an Agile process with my supervisor filling the role of product owner.

Topsoil

Topsoil is a visualization tool created to aid geochronologists in preparing data for publication. My involvement in the project was predominantly QA, where I was able to contribute heavily to the test infrastructure of the project.

Education

B.A. Computer Science

College of Charleston • Charleston, SC • 2015 • 3.8 GPA

A.S. Computer Science

Trident Technical College • Charleston, SC • 2013 • 3.6 GPA

Skills

OOP • REST API's • **Design Patterns** • Testing • **TDD** • BDD • **Functional Programming** • Node • **Java** • Android • **.NET** • C# • **SQL** • NoSQL • **SOAP** • XML • **Micro Services** • SOA • **ERP** • Architecture Design • **Data Visualization** • SPA • **Version Control** • SCRUM • **DevOps** • QA • **Rails** • React • **Linux / Unix** • Azure • **MVC** • Database Design • **Gulp** • Gradle • **Rapid Prototyping** • Failling Fast