# Evan Kelly

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## Work Experience

### Programming Instructor C++                                        Sep 2022 - Present
- Taught fundamental C++ programming concepts using arduino microcontrollers to highschool students, with a 100% pass rate for all students in the class.
- Designed programs and activities to help further expand on the content discussed in class.
- Regular tutoring - discussing and explaining technical subjects to non-technical people.

### Website Development - Freelance                                   Oct 2019 - May 2020
- Developed and maintained an ecommerce website using Wix platform for local business, increasing brand awareness and increasing revenue stream by 10x fold.
- Performed general graphic design duties and developed consistent branding and awareness for business
- Maintained plugins and optimised SEO through regular blog posts and semantics, landing the website the second result on google for their brand name while in service

### Graphics/Multimedia Design - Freelance                            Feb 2015 - Dec 2017
- Created 100+ designs for over a dozen clients using industry standard software and practices. Developed for multiple mediums such as video, digital, and print.
- Regular interaction with clients to ensure designs met with their vision for the product.

## Projects

### Fullstack Blog Website (MongoDB, Express, Typescript, Node)        www.ochreivy.com
- Frontend is fully responsive across 10+ pages. Accessible and semantic HTML and perfect Google Lighthouse scores.
- Backend API follows RESTful principles. Includes authentication and permissions with persisting session management. Use of libraries and APIs (bcrypt, multer, sharp etc.)
- Self-hosted on a Linux VPS, with a well defined development pipeline using git/GitHub.

### 2D Physics / Multiplayer Game (C#)          https://zephyrmg.itch.io/galactic-asteroid-miner
- Cross-platform game created using the Unity3D game engine, written in C#. Demonstrates the use of strong OOP principles and various data structures / algorithms.
- Implemented systems include infinite procedural generation, chunk management, occlusion culling, spatial hashing, and object pooling.
- Game achieves stable frame rate even on unsupported low-power devices such as phones.

Griffith University                                                   Graduating 2026
Bachelor of Science - Computer Science                               Gold Coast, Australia

Monarch Institute                                                     Graduating 2024
Diploma of Information Technology                                     Online, Australia

Avondale University                                                  16 Units Completed
Bachelor of Science/Bachelor of Teaching                            Lake Macquarie, Australia