

Evan Kelly

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github.com/zephkelly

Work Experience

Programming Instructor C++

Sep 2022 - Present

- Taught fundamental programming concepts to students using arduino microcontrollers and the C++ programming language, ensuring a 100% pass rate for the class.
- Designed extra-curricular programs and activities to help further expand on the content discussed in class.
- Involved regular tutoring and the ability to explain technical subjects to non-technical people.

Website Development - Freelance

Oct 2019 - May 2020

- Developed and maintained an ecommerce website using the Wix platform for a local business which increased brand awareness, and increased business revenue 10x fold.
- Performed graphic design duties including promotional material and email marketing campaigns, creating a consistent brand for the business and driving visibility.
- Maintained plugins and optimised SEO through regular blog posts and relevant 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 hundreds of unique 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

- A framework-less fullstack blogging website with a custom CMS system.
- Backend API follows RESTful principles and includes an authentication and permissions system. Integration of multiple libraries and APIs such as multer, sharp, bcrypt, etc.
- Self-hosted on a Linux VPS with a well defined git pipeline using trunk based development.

2D Physics / Multiplayer Game (C#)

<https://zephyrmg.itch.io/galactic-asteroid-miner>

- A cross-platform game created using the Unity3D game engine. Written in C#, and demonstrating the use of strong OOP principles and various data structures.
- 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