Evan Kelly

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www.evankelly.dev

github.com/zephkelly

Education

Bachelor of Science / Computer Science	Graduating 2026
Diploma of Information Technology	Graduating 2024

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 and implemented engaging extra-curricular programs to expand on class content, increasing student interest and understanding.
- Provided effective tutoring and simplified technical explanations, resulting in improved understanding and students gaining a better comprehension of technical concepts.

Website Developer - Freelance   Oct 2019 - May 2020

- Developed and maintained an e-commerce website using Wix for a local business, resulting in a 10x revenue increase and increased brand awareness.
- Created consistent branding and drove visibility for business through graphic design of promotional materials and email marketing campaigns.
- Optimised SEO and maintained plugins for the site, resulting in the second position on Google's first page results for their brand name, increasing visibility and traffic.

Graphics/Multimedia Design - Freelance   Feb 2015 - Dec 2017

- Created hundreds of unique designs for over a dozen clients using industry-standard software and practices, creating designs for multiple mediums such as video, digital, print.
- Ensured client satisfaction by maintaining regular interaction, obtaining feedback, and ensuring designs aligned with their vision for the product.

Projects

Fullstack Blog Website (MongoDB, Express, Typescript, Node)   www.ochreivy.com

- Built a full-stack blogging website with a custom CMS, without relying on a framework.
- Designed a secure and scalable backend API that follows RESTful principles and seamlessly integrates with multiple libraries and APIs, providing reliable and high-performance functionality.
- Hosted on a Linux VPS and built using a well-defined git pipeline with trunk-based development, ensuring streamlined version control and efficient deployment.

2D Physics Game (C#)   zephyrmg.itch.io/galactic-asteroid-miner

- Created a cross-platform game using the Unity3D game engine, written in C# and demonstrating strong OOP principles and the use of various data structures like hash maps.
- Created a dynamic and immersive experience by implementing systems such as procedural generation, occlusion culling, and spatial hashing. The game achieves a stable frame rate even on low-power devices.