Evan Kelly

www.evankelly.dev

evan.connor.kelly@gmail.com   www.github.com/zephkelly

Gold Coast, Australia

Aspiring software developer with a passion for creating beautiful, high-performance apps. Combining strong technical skills in C# and web technologies, with a background in graphic design resulting in innovative solutions. Quick learner, and eager to apply knowledge to real-world projects. Seeking a challenging role to contribute my skills to a development team while continuing to grow as a professional.

Education

Bachelor of Computer Science (Software Development Major)   Graduating 2025

Griffith University. Gold Coast, Australia

Work Experience

Programming Instructor (Volunteer and Private Tutor)   Sep 2022 - Dec 2023

- Taught students fundamental programming concepts using microcontrollers, C++, and Tynker,
- Achieved a 100% pass rate amongst all students in assigned classes.
- Provided effective one-on-one tutoring to help students create their first video games using Unity3D and the C# programming language.

Website Developer (Freelance)   Oct 2019 - May 2020

The Lipstick Hippy, Ochre & Ivy

- Developed and maintained a Wix-based e-commerce site, achieving a 10x revenue increase
- Improved SEO and designed promotional materials to boot brand visibility
- Enhanced user interface and user experience (UI/UX) design, significantly reducing bounce rates and increasing average session times

Graphics/Multimedia Design - Freelance   Feb 2015 - Dec 2017

- Created versatile visual content from multiple mediums, enhancing client branding across digital, video, and print designs
- Maintained client satisfaction through regular communication and iterative design processes

Projects

Pain Coach - Pain and Lifestyle Management Application   www.paincoach.online
- Collaborated with an accredited physiotherapist to develop a mobile and web application for postoperative chronic pain management
- Designed 16+ views using Figma and implemented responsive demo web application

- Developed a responsive, accessible landing page with integrated marketing features and waitlist functionality
- Technologies used: Typescript, Python, CSS, Vue, Nuxt, PostgreSQL, AWS EC2, Figma

Penny Projects - Non-Profit   www.pennyprojects.org
- Created a custom website for a non-profit organisation based in Zambia, Africa
- Collaborated with a graphic designer to convert website designs into a high performance website that is responsive on desktop and mobile
- Technologies used: Typescript, Vue, CSS, PostgreSQL, AWS EC2

2D Space Game (Unity3D, C#)   zephyrmg.itch.io/galactic-asteroid-miner
- Developed a cross-platform game using Unity 3D and C#, demonstrating strong object oriented principles (OOP)
- Implemented advanced systems including procedural generation, occlusion culling, spatial hashing, behaviour trees, and limited multiplayer functionality via Mirror
- Optimised performance for stable frame rates across various devices including mobile platforms

Skills / Technologies

Languages: C#, Typescript, Javascript, CSS, HTML, Java, Python

Frameworks: Vue 3, Nuxt 3

Databases: PostgreSQL, MongoDB

Deployment: Git, Github, Amazon Web Services (EC2, Route 53), NginX, PM2