# Trevor Evans

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## Education

**University of Illinois at Chicago**
Bachelors of Science in Computer Science, December 2016

**Relevant Technical Coursework**
Video Game Design, Software Design, Data Structures, Communication and Ethics, Operating Systems, Computer Graphics, Artificial Intelligence

## Work Experience

**Schafer Condon Carter**, Chicago, IL                                                  **Summers 2011 - 2016**
**Digital Team Intern**
- Primarily developed interactive Flash and Rich Media animations for advertisements
- Created web-based password management system
- Created HTML emails designed to avoid display incompatibilities between email platforms
- Documented and recorded video tutorials for the use of Adobe Campaign
- Hosted meetings to catch everyone up to speed on projects

## Projects

**Game Bot**                                                                             **Spring/Summer 2017**
Personal project - C#
Discord Demo Link: https://discord.gg/qztptmd
- Discord bot written in C# using the official API
- Functions as a game board for various games, with some extra functionality
- Currently supports Hangman, Tic Tac Toe, Bulls and Cows, Connect 4, Guess the Number and Ad Libs
- Extra functionality includes a variable die roll, a coin flip, a magic 8 ball and a fast food restaurant selector
- All interaction is handled through text commands with parameters

**Dungeon Generator**                                                                    **Fall 2016**
Personal project - Java
Link: https://tankmissile.github.io/docs/DungeonGenerator.html
GitHub link: https://github.com/TankMissile/DungeonGenerator
- Roguelike dungeon generator
- Produces a series of rooms connected by hallways
- Populates rooms with traps, treasures and enemies
- All parameters are customizable

**Turnt Up**                                                                             **Spring 2015**
Class Project of team's choice - Team of 6 - Unity 4
Link: https://tankmissile.github.io/docs/TurntUp.html
GitHub link: https://github.com/peterbekos/turntUp
- Vertical-Scrolling space shooter game
- Uses music cues to shoot different bullets depending on the note type, as well as control enemy ships
- Includes custom music and an epic boss battle

**Virtual Reality Testing**                                                              **Spring 2015**
Group Hackathon Project - Unity 4
Link: https://drive.google.com/open?id=0B8rhAdjCHXUlMERfS0I1RmpQVFk
GitHub link: https://github.com/Keydex/VTE
- Virtual Reality platform for multiple choice tests
- Made in one weekend
- Uses the Unity3D Engine and Oculus Rift SDK2

## Skills

**Languages:** C, C++, C#, Java, HTML/CSS, PHP, Actionscript 2.0/3.0, MySQL
**Libraries/Frameworks:** Java Swing, Unreal Blueprint, OpenGL
**Tools**: Unity Engine 3/4/5, Unreal Engine 4, Git, IceScrum, Perforce, Visual Studio, Eclipse, MonoDevelop, Adobe Flash, Photoshop, Illustrator, GIMP, Blender, FL Studio
**Other:** Agile Development Process, UML