EVAN KERNS

Contact: **Location:**

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EXPERIENCE

Kubotek3D: Marlborough, MA Apr 2018 – present
DevOps Developer

- Monitor and improve company web store and support site
- Responsible for company relational databases using MSSQL
- Create tools to automate data integrity and testing
- Integration with third-party API's
- Restructured company's backend platform

EDUCATION

University of Colorado: Boulder, CO **Graduation:** Dec 2017
Bachelor's in Computer Science

Notable Coursework: Computer Graphics, Operating Systems, Database Info Systems, Data Structures, Computer Systems, Software Development, Algorithms, Linear Algebra, Numerical Computation, Discrete Structures, Calculus I & II, Physics I & II

PROGRAMMING

Github: evankkerns
Languages:
Proficient: VB.NET, HTML, CSS, JavaScript, SQL, C
Intermediate: C#, C++, Java
Basic: OpenGL, Python, MatLab
Experience: 10+ years of programming

PROJECTS

Computer Graphics: (CSCI: 4229 CU-Boulder) - github.com/evankkerns/csci4229
Created a 3D virtual Fenway Park in C and OpenGL. Included a moving light source, shading, and textures. The stadium is viewable in first-person with the ability to move around freely or an overhead position with the stadium movable by each axis.

Human-Centered Computing: (CSCI: 3002 CU-Boulder) - plus.google.com/collection/QRVzmB
In a team, developed designs for an app that let users control a drone with their phone or smartwatch. Our team designed paper prototypes and facilitated user reviews to improve our product throughout the semester. The project was meant to engage aspects of creating a software product outside of writing the code.

Human-Centered Computing Professional Development: (CSCI: 3112 CU-Boulder) - evankkerns.github.io
CSCI: 3112 is a class to allow students learn independently in any area of computer science. I chose to learn HTML and CSS and created my personal website using a code template, editing the HTML and CSS to my specifications.