

Evan Reilly

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EDUCATION

University of Vermont, Burlington, Vermont
Bachelor of Science in Computer Science
Math Minor

Expected 2019

SKILLS

Coding: C#, Java, C/C++, Python, LUA, HTML, CSS, PHP, Javascript, Node.js, D3.js, SQL, Algorithms, Data Structures
Technologies/Environments: Unix, Heroku, Unity, Visual Studio, Android Studio, XCode, Git, Github, Wordpress

WORK EXPERIENCE

Social Ecological Gaming and Simulation (SEGS) lab, Burlington, Vermont September 2017- Present
Game Developer

- Develop and maintain games for measuring human behavior using Unity and C#
- Developed multiplayer server to target WebGL using Node.js, Heroku, and Websockets
- Helped design and implement agent-based models

Kramer & Vangel P.C., Brattleboro, Vermont, Remote June 2015-Jan 2018
Webmaster

- Implemented wordpress website with responsiveness in mind
- Iterated with client to ensure client was satisfied with the end result
- Maintained website for client on a continuing basis to ensure product satisfaction

Smith College HCV Lab, Northampton, Massachusetts May 2017-August 2017
Research Assistant

- Developed Augmented Reality Magic Mirror prototype for the Smith Museum using Microsoft Kinect V2, Unity, and C#
- Created streaming data visualizations using D3.js
- Parsed large datasets using various languages for use in data visualizations

Vermont Country Store, Bryant House, Weston, Vermont June 2016-August 2016
Server

- Used communication and time management skills to manage many customers at once
- Upsold customers effectively (e.g., premium bar brands, appetizers and desserts)

VOLUNTEERING

Governor's Institutes of Vermont, Facilitator July 2017-Present

- Teach programming and computer science concepts to high school students

Girls Who Code, TA January 2017-May 2017

- Assisted in teaching computer science history and concepts to high school girls

ACTIVITIES

CS Crew Treasurer, Computer Science Club May 2017-Present
Senator on Student Government Association May 2017-September 2018