

Evan Deist

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Education

University of Maryland, College Park

B.S. in Computer Science

Aug. 2019 - May 2023

- Upper-Level Concentration: Studio Art
- Scholarships: Northrop Grumman Cybersecurity Scholarship, UMD President's Scholarship
- GPA: 3.76, Dean's List for 7 semesters
- Coursework:
 - ❖ Object-Oriented Programming
 - ❖ Advanced Data Structures
 - ❖ Organization of Programming Languages
 - ❖ Linear Algebra
 - ❖ Calculus I & II
 - ❖ Data Science
 - ❖ Applied Cybersecurity
 - ❖ Digital Forensics
 - ❖ Handheld Programming
 - ❖ Game Programming
 - ❖ Computer Graphics
 - ❖ Computational Game Theory
 - ❖ Cryptography
 - ❖ Human-Computer Interaction
 - ❖ Immersive and Virtual Environments
 - ❖ Art and Electronics

Skills

- **Languages:** Python, Java, C#, C, C++, Swift, JavaScript, Bash, HTML/CSS, OCaml
- **IDEs:** Visual Studio, Xcode, Arduino IDE, Processing
- **Technologies:** Git, Github, Bootstrap, Unity, Godot, Maya, Adobe Creative Cloud, Jupyter Notebooks, Cypress, Datadog

Experience

Consultant

SignTraker Technologies - Gaithersburg, MD

Nov. 2023 - Present

- Collaborating on the upcoming development of a cutting-edge radon tracking application
- Redesigning the company's website, employing Bootstrap and Javascript to create a user-friendly interface aimed at generating leads for both in-house services and partner offerings
- Conducted research to assess the patent-ability of key software tools contributing to the company's intellectual property portfolio

Simulation Developer

Department of Fire Protection Engineering - College Park, MD

Mar. 2022 - Oct. 2022

- Developed a virtual fire pump simulation in Unity to aid Fire Protection Engineering students in understanding the structure and proper usage of various fire protection systems
- Produced 3D models of valves, hoses, pipes, and other equipment in Maya, and implemented their real-world functions with C# scripting

DevOps / SWE Intern

Inky Technology - College Park, MD

Jun. 2020 - Sep. 2021

- Initiated the development of an Outlook extension that displays a warning banner over potentially suspicious mail
- Established a testing framework using Cypress to test new features on an internal site
- Developed Bash scripts to automatically run suite of microservice tests
- Automated the logging of microservice test results to DataDog for streamlined analysis and monitoring

Projects

Personal Website (<https://evandeist.com/>)

- Built personal portfolio website with the Jekyll SSG and hosted on Github Pages
- Employed Javascript and SCSS to create interactive elements and visual intrigue

Pac-Man Remake

- Recreated the classic arcade game from the ground-up in the Godot engine
- Studied and implemented the controls, map system, enemy pathfinding, and even glitches of the original game for a more faithful remake

GyroFighter

- Designed and developed Asteroids-like iOS game where player controls a ship by tilting their phone
- Utilized the accelerometer and touchscreen in Apple devices for fluid, intuitive controls
- Implemented game physics, object collisions, and a persistent high-score system using Swift and Xcode