# Griffin Evans Computer Programmer

### **Skill**s

#### Programming Languages:

C, C++, Java, Python, JavaScript, Swift, BASH, C#, HTML, CSS, REXX, Assembly **Development Environments & Tools:** Linux, Windows, MacOS, Git, Android Studio, Xcode, Agile, Scrum, z/OS, IBM Z Systems **Software Systems & Frameworks:** 

Node.js, React, Next.js, AWS, Azure, Postman, SoapUI, Splunk, SQL, IBM IMS

### Experience

#### IBM / Software Engineer Intern, IMS Performance/SVT

May 2023 - August 2023

- Rewrote Java test framework to improve performance by ~20%
- Wrote custom REXXIMS executables to recreate & scale test environments
- Participated in the Extreme Blue project, designing a new testing framework for the Common Cryptography Architecture team
- Presented work to senior executives including Product VP & Senior Director
- Participated in the WatsonX Challenge to scale & implement new AI frameworks

Mayo Clinic / IT Software Engineer Intern

July 2022- May 2023

- Developed patient-facing web applications using C#
- Overhauled COVID-19 testing webapps to ensure compliance with latest CDC guidelines
- Developed APIs to integrate Mayo webapps with internal EMR
- Assisted with release management for major rollouts

## **Education**

#### San Francisco State University / B.S. Computer Science

Fall 2022- Spring 2024

Outreach Officer, ACM @ SFSU:

- Led Association for Computing Machinery, the world's largest scientific and educational computing society, to provide workshops and learning opportunities for other students.
- Secured sponsorship deals with companies like Microsoft, GitLab, and Deloitte, amounting to thousands of dollars in funding for club activities.

## **Projects**

### CruzCheck / github.com/CruzCheck

During a 24-hour hackathon, managed and contributed to development of mock-up for cloud-hosted medical records. Project scope was an Android app for clients, web server for data storage & delivery, and GUI for healthcare providers to request and view data. **Geordi Player** / github.com/griffinevans/geordi

Developed a music player app to read and write custom ID3 metadata provided by MusicBrainz API. Included broadcast fragment with full player control

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